

AD-A096 328

NAVAL POSTGRADUATE SCHOOL MONTEREY CA

F/G 17/1

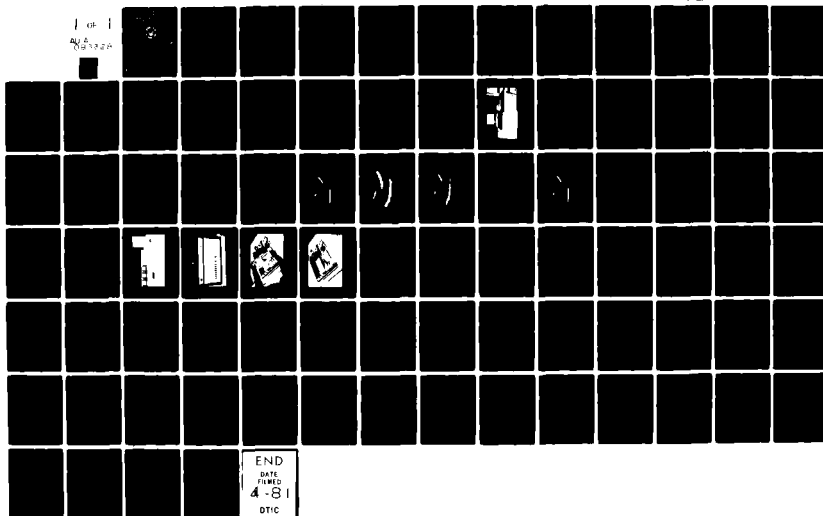
A SIGNAL PROCESSING ALGORITHM BASED ON MULTIPLE MICROPROCESSORS--ETC(U)

DEC 80 G R VERMADER

UNCLASSIFIED

NL

1 of 1
AD-A096 328



END
DATE
FILMED
4-81
DTIC

5
LEVEL

(2)

NAVAL POSTGRADUATE SCHOOL

Monterey, California

AD A 096328



DTIC
ELECTE
MAR 13 1981
S A D

THESIS

A Signal Processing Algorithm
Based on Multiple Microprocessors
for an Underwater Acoustic Imaging System

by

Guy Ronald Arthur Vermander

December 1980

Thesis Advisor:
Co-Advisor:

G. L. Sackman
U. R. Kodres

Approved for public release; distribution unlimited

DBG FILE COPY

81 3 13 120

SECURITY CLASSIFICATION OF THIS PAGE (When Data Entered)

REPORT DOCUMENTATION PAGE		READ INSTRUCTIONS BEFORE COMPLETING FORM
1. REPORT NUMBER	2. GOVT ACCESSION NO. DD-A096 328	3. RECIPIENT'S CATALOG NUMBER 141
4. TITLE (and Subtitle) A Signal Processing Algorithm Based on Multiple Microprocessors for an Underwater Acoustic Imaging System		5. TYPE OF REPORT & PERIOD COVERED Master's Thesis, December 1980
7. AUTHOR(s) Guy Ronald Arthur/Vermander		6. PERFORMING ORG. REPORT NUMBER
9. PERFORMING ORGANIZATION NAME AND ADDRESS Naval Postgraduate School Monterey, California 93940		8. CONTRACT OR GRANT NUMBER(s)
11. CONTROLLING OFFICE NAME AND ADDRESS Naval Postgraduate School Monterey, California 93940		10. PROGRAM ELEMENT, PROJECT, TASK AREA & WORK UNIT NUMBERS
14. MONITORING AGENCY NAME & ADDRESS (if different from Controlling Office) Naval Postgraduate School Monterey, California 93940		12. REPORT DATE 11 December 1980
		13. NUMBER OF PAGES 85
		15. SECURITY CLASS. (of this report) Unclassified
		15a. DECLASSIFICATION/DOWNGRADING SCHEDULE
16. DISTRIBUTION STATEMENT (of this Report) Approved for public release; distribution unlimited		
17. DISTRIBUTION STATEMENT (of the abstract entered in Block 20, if different from Report)		
18. SUPPLEMENTARY NOTES		
19. KEY WORDS (Continue on reverse side if necessary and identify by block number) Signal Processing, Microprocessors, Underwater Acoustics, Acoustic Imaging		
20. ABSTRACT (Continue on reverse side if necessary and identify by block number) An algorithm has been designed to provide near real-time location and classification information to an operator of an underwater acoustic imaging system. The overall system to detect objects buried up to five meters in unconsolidated marine sediments consists of a specialized projector co-located with a five meter receiving line array. This system is described in basic terms together with the principles of the signal processing that extracts information from the scattered acoustic signals. Using simulated objects, the		

DD FORM 1 JAN 73 1473

EDITION OF 1 NOV 68 IS OBSOLETE
S/N 0102-014-6601

2514-00
SECURITY CLASSIFICATION OF THIS PAGE (When Data Entered)

Approved for public release; distribution unlimited

A Signal Processing Algorithm
Based on Multiple Microprocessors
for an Underwater Acoustic Imaging System

by

Guy Ronald Arthur Vermander
Captain, Canadian Forces
B.S., Royal Military College of Canada, 1966

Submitted in partial fulfillment of the
requirements for the degrees of

MASTER OF SCIENCE IN ENGINEERING ACOUSTICS

and

MASTER OF SCIENCE IN COMPUTER SCIENCE

from the

NAVAL POSTGRADUATE SCHOOL
December, 1980

Author:

G. R. Vermander

Approved by:

Geo. L. Jackson

Thesis Advisor

Uma R. Kodur

Co-Advisor

William B. Zelen
Chairman, Department of Physics and Chemistry

[Signature]
Chairman, Department of Computer Science

William M. Latta
Dean of Science and Engineering

W. M. Woods
Dean of Information and Policy Sciences

ABSTRACT

An algorithm has been designed to provide near real-time location and classification information to an operator of an underwater acoustic imaging system. The overall system to detect objects buried up to five meters in unconsolidated marine sediments consists of a specialized projector co-located with a five meter receiving line array. This system is described in basic terms together with the principles of the signal processing that extracts information from the scattered acoustic signals. Using simulated objects, the angular resolution and imaging performance of a number of system designs were evaluated. To obtain near real-time execution, the algorithm was optimized and partitioned using parallel, pipeline, and double buffering techniques for independent but synchronized operation on multiple microprocessors. The feasibility of the design approach was experimentally demonstrated using four single board computers in a microcomputer development system.

TABLE OF CONTENTS

I.	INTRODUCTION -----	7
II.	THE PROPOSED ACOUSTIC IMAGING SYSTEM -----	9
A.	INTRODUCTION -----	9
B.	TRANSMISSION -----	9
C.	RECEPTION -----	9
	1. Physical Configuration -----	9
	2. Wavefront Curvature -----	10
	3. The "Trace" of a Point Scatterer -----	12
D.	SIGNAL PROCESSING -----	15
	1. The Basic Concept -----	15
	2. Data Structures -----	16
III.	THE DEVELOPMENTAL ALGORITHM -----	19
A.	INTRODUCTION -----	19
B.	DESCRIPTION OF THE ALGORITHM -----	19
	1. Parameters -----	19
	2. Calculation of Traces -----	21
	3. Simulation of Objects -----	23
	4. Forming the Amplitude Array -----	25
	5. Graphics Display -----	25
C.	RESULTS -----	26
	1. Range Resolution -----	26
	2. Bearing Resolution -----	27
	3. Simulated Images -----	30

D.	CONCLUSIONS -----	34
IV.	THE NEAR REAL-TIME ALGORITHM -----	36
A.	INTRODUCTION -----	36
B.	THE TIME PROBLEM -----	36
C.	ALGORITHM OPTIMIZATION -----	37
D.	ALGORITHM PARTITIONING -----	38
	1. Parallel Processing -----	38
	2. Pipeline Processing -----	39
	3. Semaphores -----	39
E.	EXPERIMENTAL DEMONSTRATION -----	41
	1. Equipment -----	41
	2. The Processes -----	41
	3. Results -----	47
V.	CONCLUSIONS -----	52
VI.	RECOMMENDATIONS -----	53
	APPENDIX A THE DEVELOPMENTAL ALGORITHM -----	55
	APPENDIX B THE ALGORITHM IN PL/I-80 -----	68
	APPENDIX C THE OPERATIONAL ALGORITHM -----	78
	LIST OF REFERENCES -----	84
	INITIAL DISTRIBUTION LIST -----	85

I. INTRODUCTION

The specific situation which led to this research is the desire to detect, locate, and classify objects buried in unconsolidated marine sediments up to a depth of 5 meters. To accomplish this an acoustic imaging system is needed which can be mounted on an underwater vehicle maneuvering close to the ocean floor. The problem is to penetrate the soft sediment acoustically, detect the scattered signals, and derive from them information as to the nature of the scattering objects. With sufficient range and angular resolution it would be possible to adequately localize and classify an object. Furthermore, it is necessary to obtain this information as rapidly as possible: ideally a display would provide a "real-time" representation of buried objects to an operator as a section of sediment is being searched acoustically.

Although a number of techniques of acoustic imaging exist [1], a system similar to a high resolution sonar has been proposed which would have high resolution using very short baseband pulses and which would operate with dynamic focussing deep in the near field of the receiving aperture. This system would involve a specialized parametric projector co-located with a receiving horizontal line array of hydrophones. It would be mounted on an underwater vehicle operating at about 5 meters above the ocean floor, and would provide acoustic penetration of the marine sediments to depths of about 5 meters. The objective of this thesis was to design the signal processing algorithm for such a system.

In the course of the development of the algorithm the effect of a number of system parameters on angular resolution and imaging performance was evaluated for a number of possible implementations of the acoustic system. This led to major decisions as to the form of the algorithm and the possible acoustic imaging system.

Since an acoustic imaging system mounted on a maneuvering underwater vehicle would be required to provide an operator with a near real-time display of buried objects, the algorithm was redesigned for increased execution efficiency and implementation on multiple microprocessors. Optimization of the algorithm by removing time consuming operations, together with incorporation of parallel and pipeline processes and double buffering concepts were the approaches taken. Experiments were conducted using a number of single board computers to test and demonstrate the feasibility of near real-time execution of the algorithm.

Section II of the thesis describes the acoustic imaging system and the basis for the signal processing algorithm. The details of the algorithm and the angular resolution and imaging performance evaluations are explained in Section III. The design of the algorithm for near real-time execution on multiple microprocessors and the experimental demonstration of feasibility are contained in Section IV. The resulting conclusions are then given in Section V, followed in Section VI by recommendations for future work that could produce a special purpose processor for the acoustic imaging system.

II. THE PROPOSED ACOUSTIC IMAGING SYSTEM

A. INTRODUCTION

An acoustical imaging system mounted on an underwater vehicle will consist essentially of three major parts: a sophisticated projector, a receiving array, and a signal processor and display system. The thrust of this thesis has been to develop the signal processing algorithm. To understand the underlying concepts, the potential form of the projector and receiving array is briefly described, followed by the proposed algorithm.

B. TRANSMISSION

Acoustic waves can penetrate sediment to useful depths with acceptable absorption loss if the frequency is low enough; less than about 20 kHz. Very short acoustic pulses (50 to 100 microseconds) are required for adequate range and angular resolution. For the concept that has been developed in this thesis it has become apparent that it would be necessary to have effectively a point source for the projector. Baseband pulse generation using a parametric source [2] appears to be a promising technique for this application. Such a projector would form a pencil beam in the collimated region of its near field that could be scanned to produce a tomographic image of a region in the sediment.

C. RECEPTION

1. Physical Configuration

The scattered acoustical energy would be received by a horizontal line array (mounted on the underwater vehicle) of a large number of

equally spaced hydrophones. The projector would be located at the center of the line array. The length of the array would be a compromise between the need for a large aperture (on the order of 10 meters for angular resolution) and the physical reality of deploying and maneuvering an underwater vehicle with the array attached (5 meters probably the maximum).

Moving over the area of interest the underwater vehicle would maintain an altitude of approximately 5 meters above the sediment. As the desired depth of penetration into the sediment is also 5 meters the total range of interest lies between 5 and 10 meters from the center of the array. A 60 degree sector (between array bearings of -30 and +30 degrees from the normal to the line array) provides horizontal coverage of 10 meters in the sediment at 10 meters range from the center of the line array (Figure 1).

2. Wavefront Curvature

For ranges between 5 and 10 meters, operation of the acoustical imaging system is deep in the near field of the line array. The far field begins at a range of D^2/λ where D is the diameter of the aperture and λ is the wavelength [1]. Using a 50 microsecond pulse and a 5 meter line array this is on the order of 300 meters. The near field operation is evident by the marked curvature of the wavefronts of the acoustic energy as they arrive at the line array after scattering from points within the area of interest. Since the curvature depends on the range to a scattering point an imaging processor requires some form of dynamic focussing.

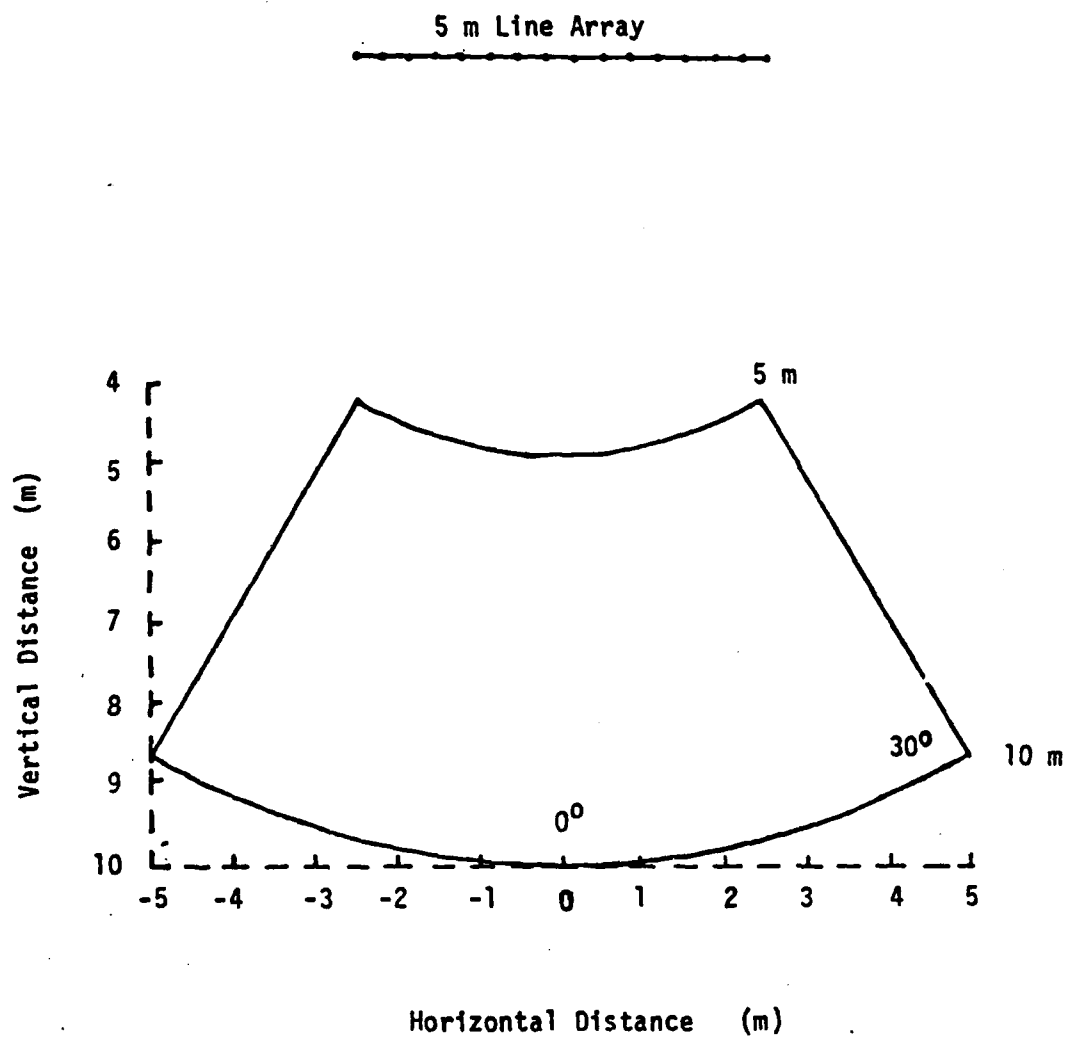


Figure 1. The physical relationship between the five meter line array of hydrophones and the sector of interest.

Figure 2 depicts four such wavefronts (that originated at the indicated bearings and ranges) as a function of time of arrival and position along a 5 meter line array. Using 1500 meters per second as the soundspeed, the time of the earliest arrival of interest is 6.220 milliseconds after pulse transmission, and the latest is 14.304 milliseconds.

3. The "Trace" of a Point Scatterer

The line array consists of a large number of equally spaced discrete hydrophones (each considered as a point) which detect the pressure amplitude of an arriving wavefront. The time sampling of the outputs of 16 hydrophones in a 5 meter line array resulted in a quantization of the wavefront arrival times as shown in Figure 3 (in which an acoustic pulse width of 50 microseconds and sampling every 50 microseconds, beginning 6 milliseconds after pulse transmission, was used). For example, considering the wavefront originating at a scattering point located at a bearing of zero degrees and a range of five meters, the hydrophone sampling produces the following time indices for the wavefront arrivals: 21, 19, 17, 16, 15, 14, 13, 13, 13, 13, 14, 15, 16, 17, 19, 21.

The sequence of time indices representing the arrival of a wavefront, $\underline{n}(r, \theta) = (n_1, n_2 \dots n_K)$ for K sensors, is unique for the scattering element at a range r and bearing θ : this sequence is termed the "trace" of that particular point (related to the concept of the "Time Delay Trace Function" [3]). The traces for all points at the range and bearing increments in the area of interest can be pre-calculated and stored for later retrieval.

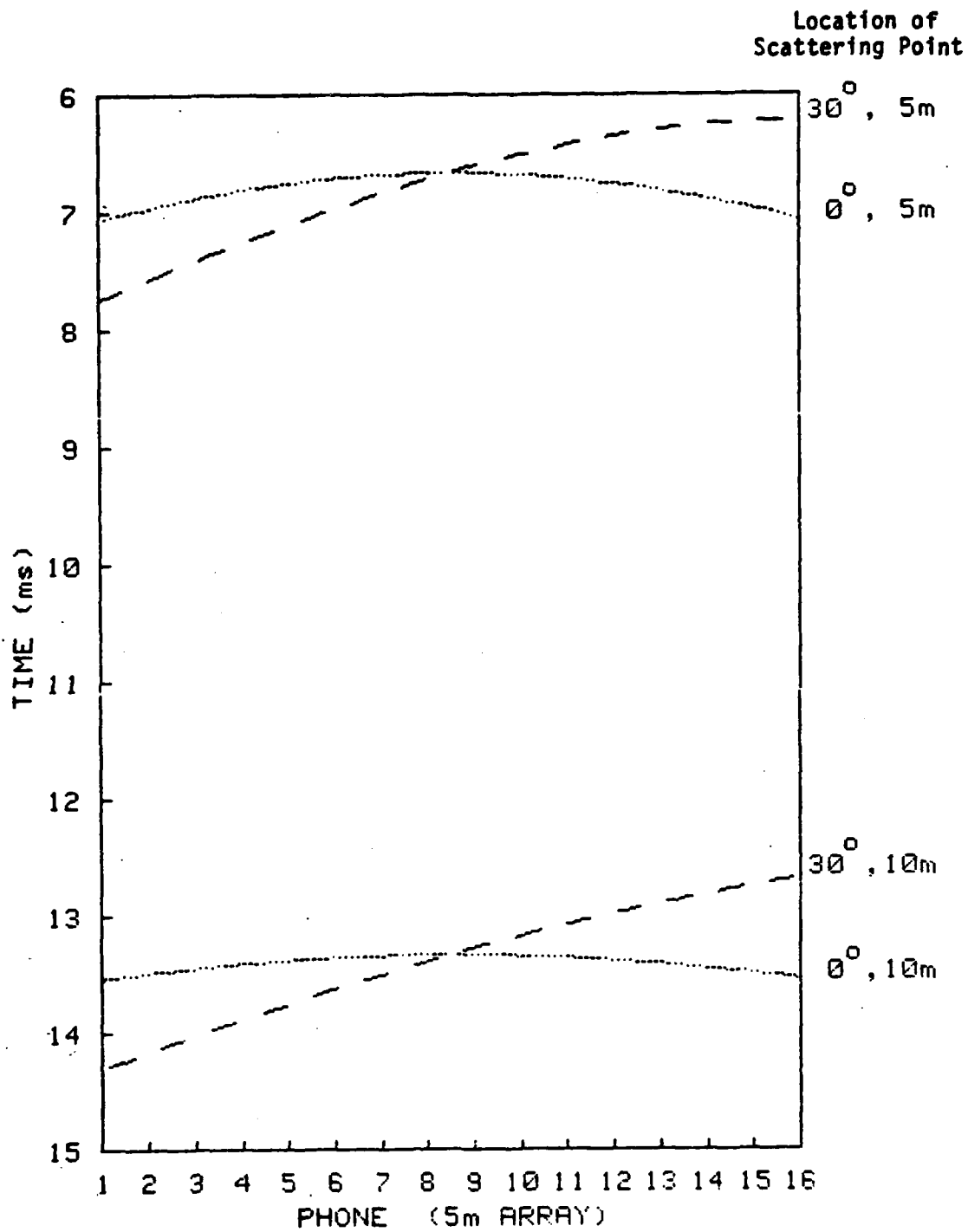


Figure 2. The arrival times of four wavefronts as a function of position along a five meter array.

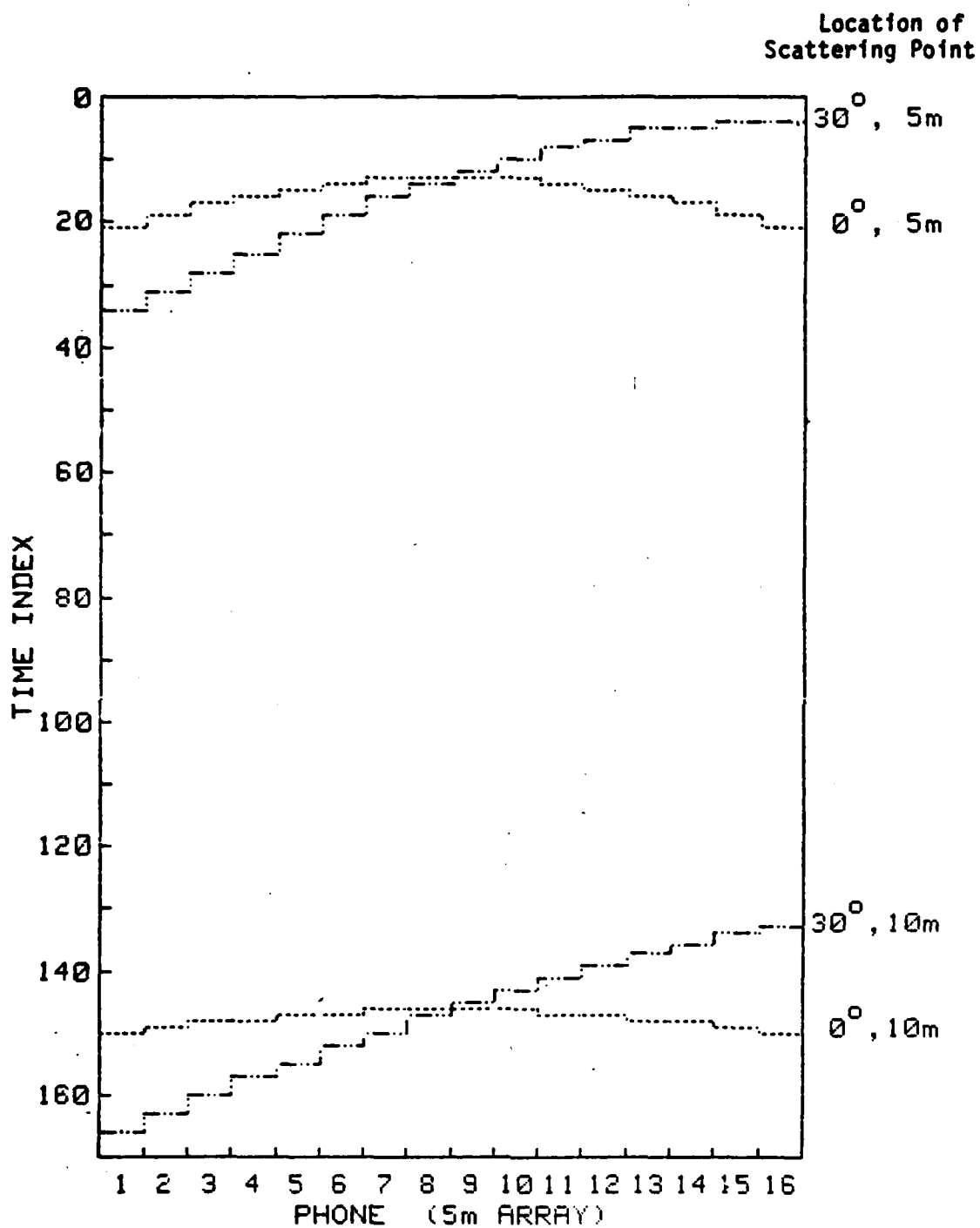


Figure 3. Quantization of wavefront arrival times.

D. SIGNAL PROCESSING

1. The Basic Concept

In developing the algorithm two situations were examined:

a. Insonification of the entire sector by a short pulse (broad beam in the plane of the line array but very narrow beam in the plane perpendicular to the line array) followed by processing returns from the entire sector, and

b. Transmission of the acoustic pulse in a narrow beam and sweeping across the sector with signal processing occurring at each bearing increment.

Essentially, after a suitable gate time after pulse transmission, each sampled hydrophone output provides a time series record of the scattered acoustic amplitudes arriving at the line array. Storing the results (after A/D conversion) at each sample time, n , of all K hydrophone outputs causes the memory to contain a time representation of the scattered acoustic pressure field, $D(n,k)$, $k=1..K$, $n=1..N$ where N is the maximum sample time. The presence of a scattering point will be indicated by the presence in memory of signal amplitudes occurring at the appropriate times in each hydrophone record (a pattern representing the wavefront curvature).

The sequence of time indices which uniquely represent a scattering point are available as the pre-calculated trace for that point. An estimator of the presence of a pattern is the summation of the signal amplitudes at the appropriate time indices or addresses in each of the hydrophone records. For example, if the signal amplitude at the

wavefront (from a point at r, θ) was considered unity, then the total summation along $\underline{n}(r, \theta)$ would equal K , the total number of sensors:

$$A(r, \theta) = \sum_{k=1}^K D(n_k, k) = K$$

where n_k are elements of $\underline{n}(r, \theta)$.

As a result of noise and errors in geometry the sum would be less than K but would nevertheless have a maximum if a scattering point was present.

In summary, what is required is to form in memory a representation of the scattered acoustic field, search through it systematically for wavefront patterns by summation along pre-calculated traces for the ranges and bearings of interest, and recording the resultant total amplitudes as a function of range and bearing. A decision process would then follow to determine which amplitudes represented point scatterers, as opposed to solely noise, and then these could be displayed forming the acoustical image of the insonified region in terms of range and bearing or rectangular coordinates.

2. Data Structures

To visualize the signal processing operation it is useful to discuss it in terms of the data structures involved: the "Indata" array, the "Trace" matrix, and the "Amplitude" array as shown in Figure 4.

The Indata array contains the time record of the scattered acoustic field. It can be visualized as two dimensional in memory:

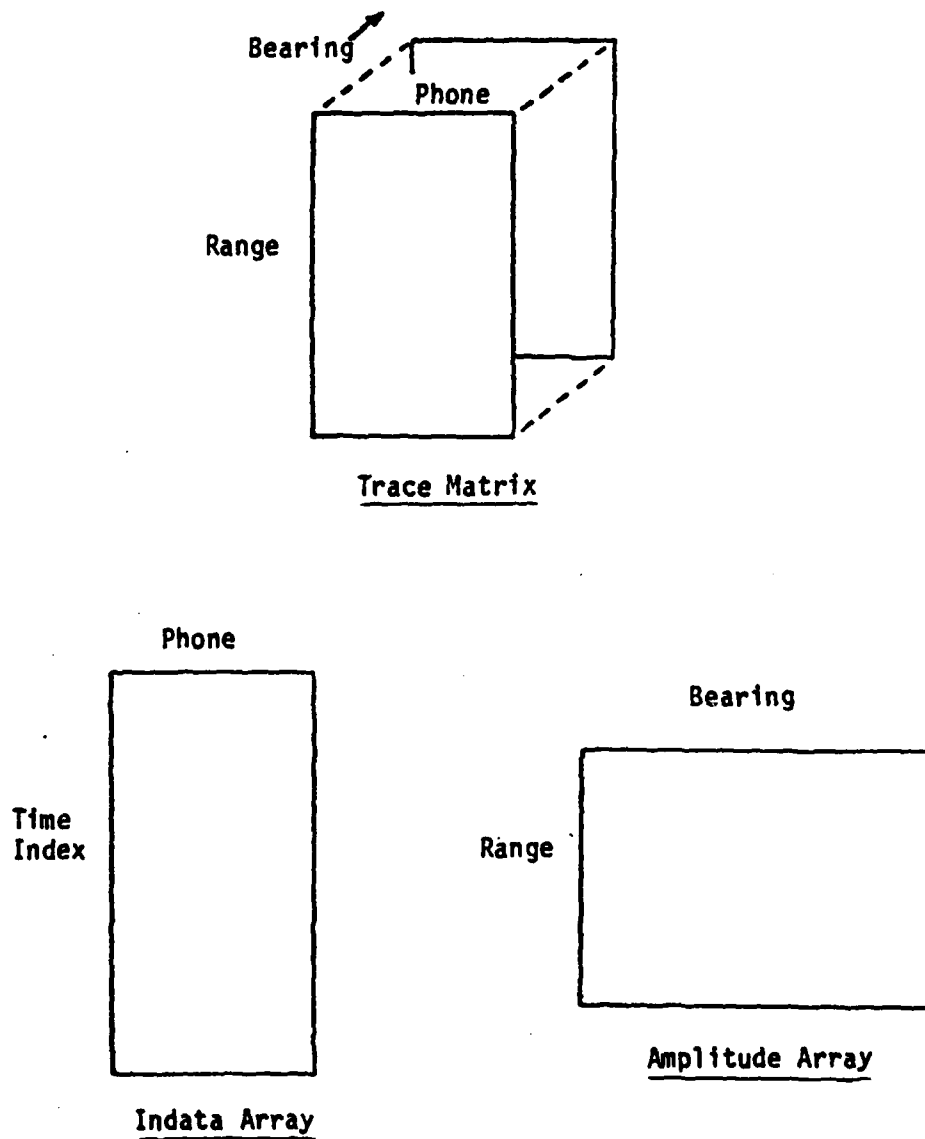


Figure 4. The basic data structures

i.e. $D(n,k)$ where n is the time index, and k is the hydrophone number. Each row would be formed by the simultaneous sampling of all hydrophones at intervals equal to the pulse width of 50 microseconds, beginning after a gate time of 6 milliseconds, and storing the results. This would continue for 167 samples until the last possible arrival time of a signal of interest (time indices 0 to 166).

The Trace matrix, $T(\theta, r, k)$ contains the traces $\underline{n}(r, \theta)$ for points in the area of interest as identified by the intersections of all range and bearing increments. It can be visualized as three dimensional where the first dimension is that of bearing, the second is that of range, and the third is the hydrophone number. For a particular range and bearing, the elements in the third dimension contain the time index sequence $\underline{n}(r, \theta)$ that is the pre-calculated trace: i.e. $n_k = T(\theta, r, k)$.

The dimensions for the Amplitude array are range and bearing. Each element, $A(r, \theta)$, is the total sum of the contents of those elements from the Indata array identified by the trace $\underline{n}(r, \theta)$:

$$\text{i.e. } A(r, \theta) = \sum_{k=1}^K D(n_k, k)$$

where n_k are elements of $\underline{n}(r, \theta)$

Scattering points in the acoustically scanned region will be evident by larger amplitude elements in $A(r, \theta)$ and the distribution of these will comprise an image of any objects present.

III. THE DEVELOPMENTAL ALGORITHM

A. INTRODUCTION

The signal processing algorithm was initially developed using a Hewlett-Packard 9845B desktop minicomputer (Figure 5). This machine uses HP enhanced BASIC [4] and was equipped with 192K of storage, two peripheral flexible disk drives (HP9885M and HP9885S), a Graphics ROM (98437B), and a CRT Graphics Memory (98470B). This proved to be a most convenient tool for the development of the algorithm, evaluation of the influence of the major parameters involved, and for the graphical display of simulated objects, all of which led to major conclusions and decisions as to the form of the algorithm and the possible physical acoustic imaging system.

B. DESCRIPTION OF THE ALGORITHM

1. Parameters

The parameters involved in the algorithm (Appendix A) were those which describe the physical implementation of an underwater acoustic imaging system and the area or sector of interest within the sediment that is to be insonified. These parameters were varied to evaluate their influence on the performance of the acoustical imaging system.

The lengths of the horizontal line array used in the developmental algorithm were 10 meters and 5 meters; indicative of the desire for the largest aperture possible for angular resolution, and the most

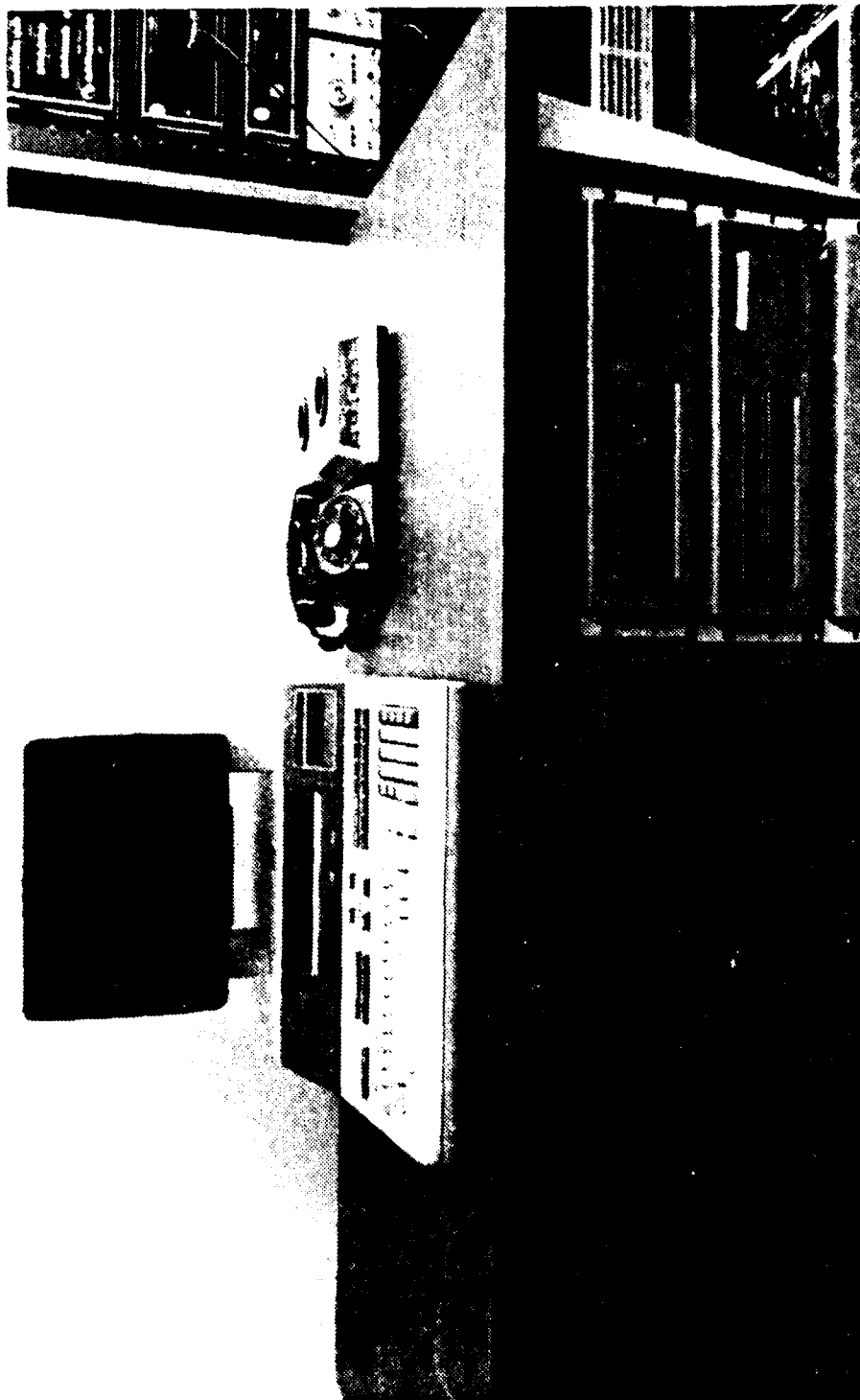


Figure 5. The Hewlett-Packard 9845B

probable realistic maximum for a physical structure to be attached to a maneuvering underwater vehicle. Equally spaced hydrophones along the line array numbering 16 and 32 were used, as were pulse widths of 100 and 50 microseconds. The sound speed was taken as 1500 meters per second throughout the transmission path of the acoustic pulse.

The sector of interest within the sediment was defined as lying between the ranges of 5 and 10 meters from the center of the line array and between bearings of -30 and +30 degrees from the normal to the line array. Range increments of 0.1 meters, and bearing increments of two degrees were chosen. This corresponded to 51 range indices from 0 to 50, and 31 bearing indices from -15 to 15. Bearing increments of one degree were used in the evaluation of array bearing resolution.

2. Calculation of Traces

The trace, $\underline{n}(r, \theta)$, for a scattering point at r, θ consists of the time indices representing the arrival of the scattered wavefront at each of the sensors in the line array. With the projector at the center of the line array, the distance from the projector to each sensor was calculated. A simple trigonometric relation was used to calculate the travel time for an acoustic pulse from the projector to a point $P(r, \theta)$ and then to the k 'th sensor.

The geometry of two cases is illustrated in Figure 6 and Figure 7. The first case, Figure 6, applied when the k 'th sensor was past the array midpoint; i.e. $k > K/2$ where K is the number of sensors in the line array. For this situation the trigonometrical relation providing the distance d_k from the k 'th sensor to the point $P(r, \theta)$ in terms of the range r , bearing θ , and sensor to projector distance b_k , is as follows:

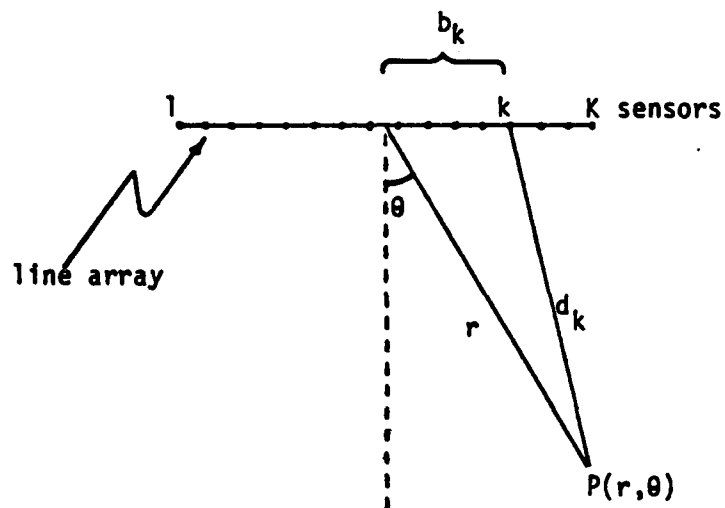


Figure 6. The geometry for $k > K/2$.

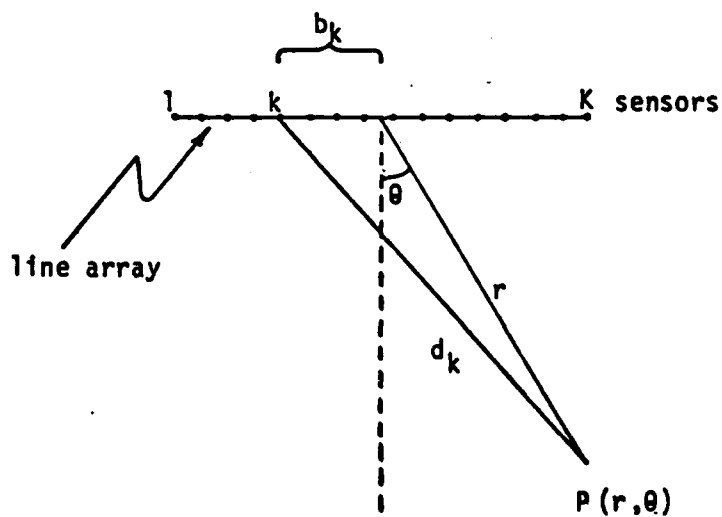


Figure 7. The geometry for $k \leq K/2$.

$$d_k^2 = b_k^2 + r^2 - 2 b_k r \cos(90-\theta)$$

Similarly, for the case $k \leq K/2$ (Figure 7), the distance d_k is obtained from

$$d_k^2 = b_k^2 + r^2 - 2 b_k r \cos(90+\theta)$$

The total travel distance for a scattered pulse, $r + d_k$, divided by the sound speed, gives the time that the leading edge of the pulse arrives at the k 'th sensor after transmission. The period of 6 milliseconds is subtracted from the travel time, which is equivalent to starting data acquisition after gating out the first 4.5 meters in range from the center of the line array.

The integer portion of the quotient of this time and the sampling interval (equivalent to the pulse width) provides the time index n_k . Computed for each of the K sensors this results in the sequence $\underline{n}(r, \theta) = \{n_k\}$ where $k = 1..K$. This computation was repeated at all ranges for each of the positive bearings. Symmetry about the normal to the line array permits the calculations of travel times for positive bearings to suffice. Negative bearings use the mirror image of the trace sequence; i.e. $\underline{n}(r, -\theta) = \{n_k\}$ where $k = K..1$.

3. Simulation of Objects

In order to develop the algorithm and in the absence of real hydrophone inputs, sampling, and I/O operations it was necessary to simulate the Indata array $D(n, k)$. An idealized situation consisting of zero noise and unity signal amplitude at the wavefront of a scattered

pulse was considered. In other words no attempt was made to model a noise environment or the reflectivity of a buried object.

A point scatterer was simulated by using the pre-calculated trace, as stored in the Trace matrix $T(\theta, r, k)$, to identify the time indices n of $D(n, k)$ that represented the wavefront arrival at each sensor. Unity signal amplitude was inserted into these elements. For the narrow acoustic beam case only a single point scatterer was assumed to exist at each range increment along the bearing of the beam. It was more complicated in the case where the entire sector was assumed insonified. In this case the acoustic field would be composed of the interference pattern of numerous wavefronts if the sector contained a distributed object composed of a number of point scatterers.

For the latter case two input situations from the sensors were simulated: a nonlinear input, and a linear input. The nonlinear situation would arise if the outputs from the hydrophones were amplified, passed through a thresholding comparator circuit, and a binary input presented to the computer I/O. The unity amplitude mentioned above simulated this situation. If the sampled outputs from the sensors were subjected to A/D conversion prior to storage in memory, then a more accurate or linear representation of the actual pressure field would be available. This was simulated by the summation of the wavefront amplitudes in the appropriate elements of $D(n, k)$ as each of the points comprising a distributed object was considered.

The angular resolution of the imaging system was evaluated by simulating discrete points in the area of interest. Imaging performance was studied using simulated objects composed of a number of

scattering points. The resulting Indata arrays were then operated upon by the algorithm to form the Amplitude array which represented the acoustic image of the insonified sector.

4. Forming the Amplitude Array

The magnitude of each element in the Amplitude array, $A(r, \theta)$, is an estimator of the presence of a point scatterer at the range r , and the bearing θ . Each element results from the sum of those elements in the Indata array, $D(n, k)$, identified by the trace $n(r, \theta)$ stored in the Trace matrix, $T(\theta, r, k)$.

For the case of the entire sector being insonified, the Amplitude array was formed by summing along the traces for all ranges at each bearing in turn for the entire sector. For the narrow beam case, only the traces corresponding to all ranges at the beam bearing were utilized, followed by the acquisition of a new Indata array for the next bearing. Then the traces for all ranges at that bearing were used to guide the summation process, continuing until the narrow beam had scanned the entire sector and the contents of the Amplitude array represented the presence of any point scatterers within the sector.

5. Graphics Display

To evaluate angular resolution and imaging performance of the proposed system the graphics capability of the HP9845B was utilized. It was possible to draw graphs representing the received amplitudes from point scatterers and thereby obtain the system's angular resolution. Both a polar or range-bearing grid and a rectangular grid were devised to provide a means of referencing a displayed image. It was

decided that the rectangular grid would be more practical and meaningful to an operator of an acoustic imaging system.

Due to the choice of 0.1 meter increments in range and two degree increments in bearing, a single point scatterer was represented by graphically "filling-in" an area on the screen equivalent to these dimensions and centered at the range and bearing of the point. This was termed a "target" in the developmental algorithm. A threshold was used to determine when the magnitude of an element in the Amplitude array indicated a target present. An object was simulated by using a number of these discrete points which the graphics display then presented as a number of adjacent targets. This gave the image outline a stepped appearance rather than the smooth lines of a real object.

C. RESULTS

1. Range Resolution

The use of an extremely short pulse of 50 microseconds has inherent range resolution much greater than required or utilized in the development of the algorithm. It was decided that a range resolution of 0.1 meters was adequate to localize and classify large buried objects. Accordingly, it was the range increment chosen for the pre-calculation of all the traces, and the subsequent processing and display of the acoustic image. An additional consideration was the memory size available to store the Trace matrix.

2. Bearing Resolution

For the case where the entire sector is insonified by one pulse, the effects of a number of parameter changes on the angular resolution of the acoustic imaging system were obtained. The bearing resolution was determined by the ability of the system to distinguish between two discrete points at the same range but at slightly different bearings. The two points were simulated as being in the vicinity of a bearing of zero degrees, and then a bearing of thirty degrees, and at ranges of five meters and ten meters.

The algorithm processed the resulting Indata array in each case and the bearing resolution was determined from the resulting amplitude distribution in bearing at the range of the points. Figure 8 gives an example of the amplitude distribution for two points at a number of bearing separation angles. The amplitude distributions were superimposed as the bearing separation between the points was increased from three degrees to six degrees in one degree increments. The separation in bearing that resulted in 3db and 6db dips between the peaks in the amplitude distribution were recorded and are shown in Table 1.

This was done for both the nonlinear input case and the linear input case, and for sixteen and thirty-two hydrophones in the line array. It was observed that little difference in bearing resolution resulted as could be expected for the idealized zero noise situation that was being simulated.

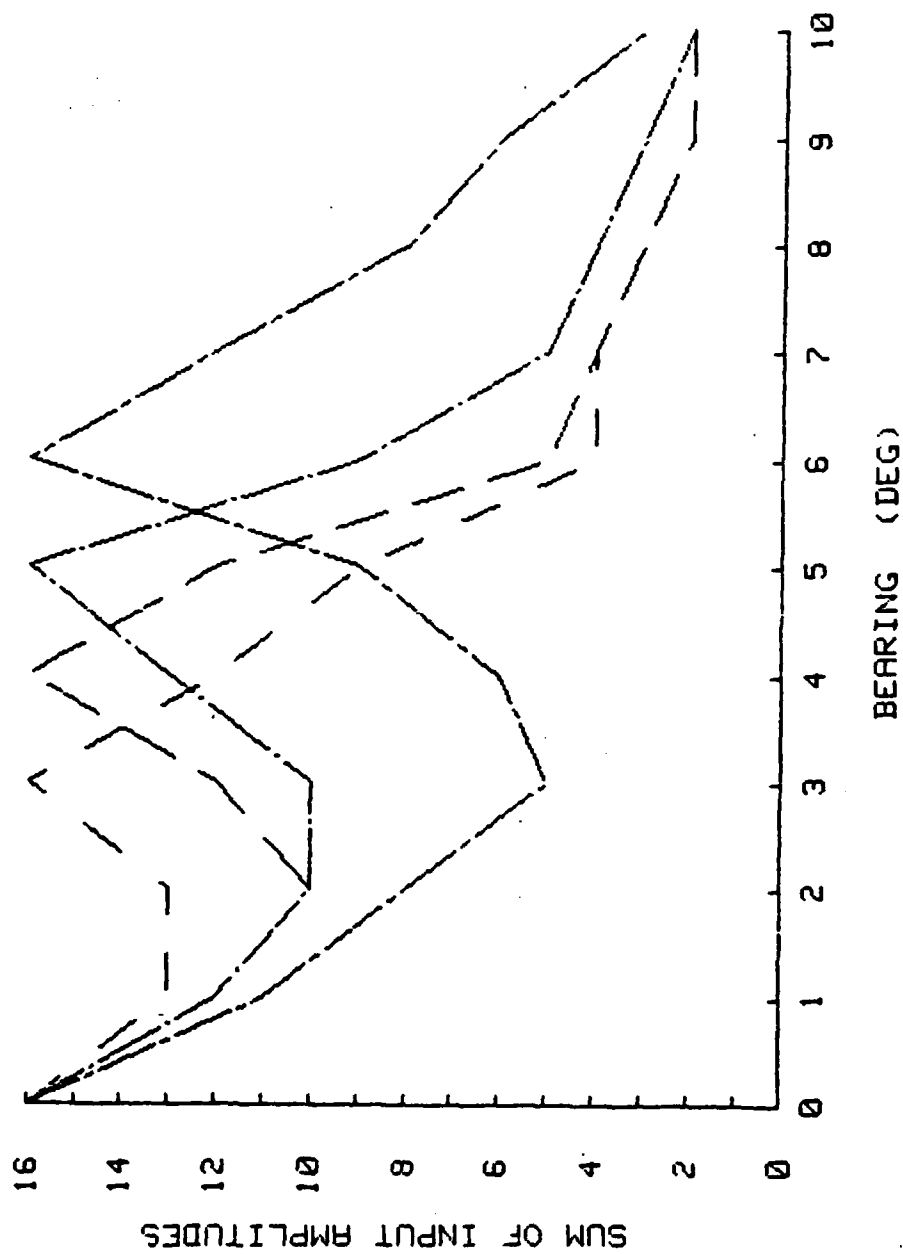


Figure 8. The amplitude distributions for two points at a number of bearing separation angles at 10 meters range from a 5 meter line array.

	Pulse width (microseconds)	Range (meters)	Bearing (degrees)	Resolution (degrees)	
				3db	6db
10 meter array (nonlinear input)	100	5	0	4	5
	100	5	30	4	6
	100	10	0	4	5
	100	10	30	4	6
	50	5	0	3	3
	50	10	0	2	3
5 meter array (nonlinear input)	50	5	0	4	5
	50	5	30	5	5
	50	10	0	4	6
	50	10	30	4	5
5 meter array (linear input)	50	5	0	5	6
	50	5	30	5	7
	50	10	0	5	6
	50	10	30	5	6

TABLE 1. Bearing Resolution as a function of system parameters

3. Simulated Images

Three large objects, each considered as being composed of a number of point scatterers, were simulated in the sector or the field of view of the system. One was small and rounded as if it were a cross section of a long cylindrical object. The other two were long narrow objects; one was in a horizontal position, and the other at an inclined aspect angle. Figure 9 shows the positions and orientations of the simulated objects.

For the case of a pulse insonifying the entire sector and with nonlinear inputs from the receiving hydrophones, the maximum amplitude for any element in the Amplitude array was equal to the number of hydrophones. The threshold for the display of the resulting targets was varied to see the spatial distribution (in range and bearing) of the amplitudes of the image elements. Figure 10 shows the smearing of the objects resulting from the lack of angular resolutions; i.e. the skirts of the amplitude distribution in bearing of each scattering point were being detected.

Similarly Figure 11 shows the results of having linear inputs from the hydrophones. The largest amplitude elements were considerably larger than the nonlinear case, and the contours of the amplitude distribution in the image were much steeper. It was observed that the size, shape and aspect angle of the objects had a substantial effect on the resulting amplitude distribution in the image. This would be beneficial for the identification or classification function of an acoustic imaging system particularly if it provided an operator controlled threshold for the display or if the intensity of the display depicted the amplitudes of the image elements.

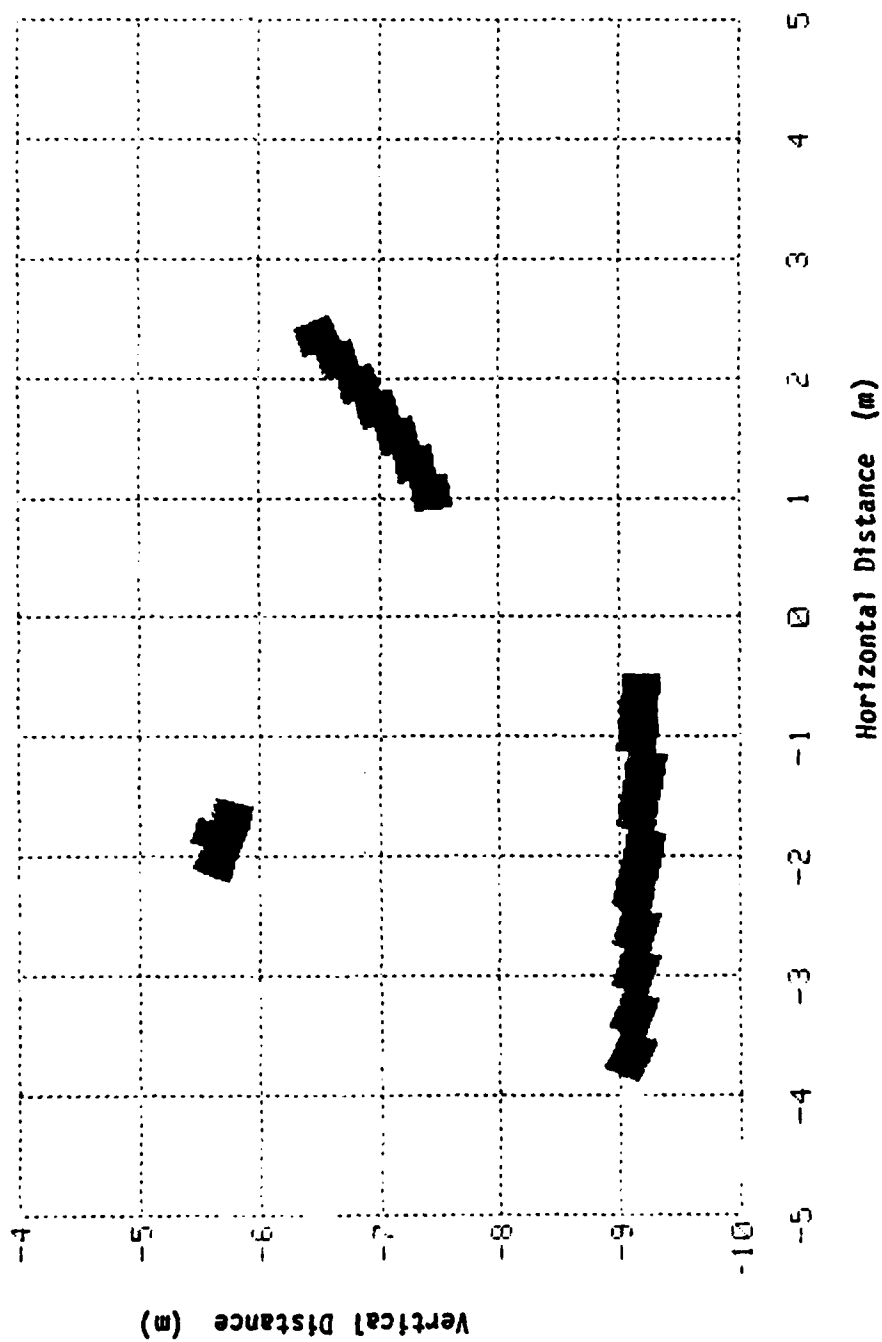


Figure 9. Simulated objects.

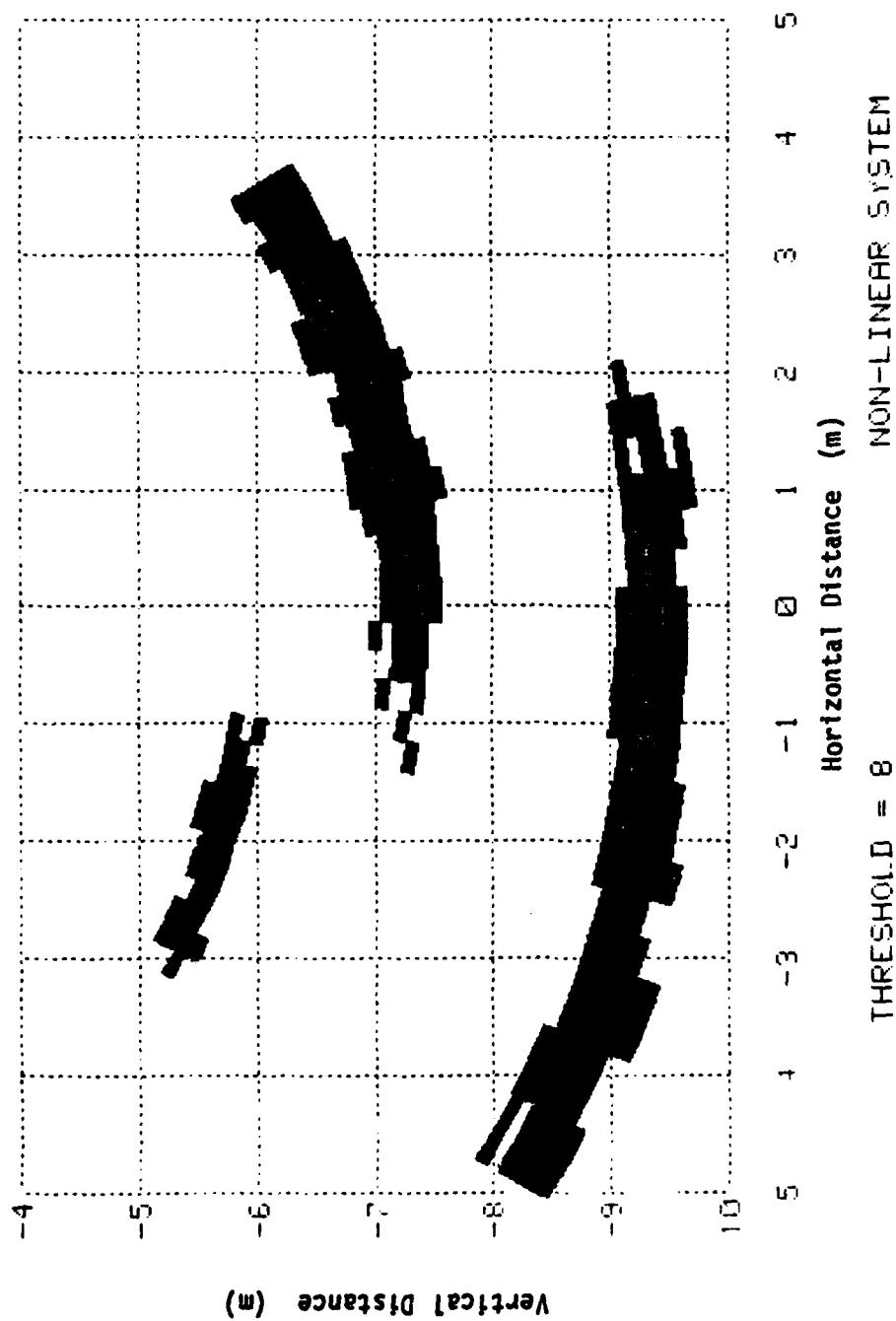


Figure 10. Imaging of the simulated objects by the non-linear system.

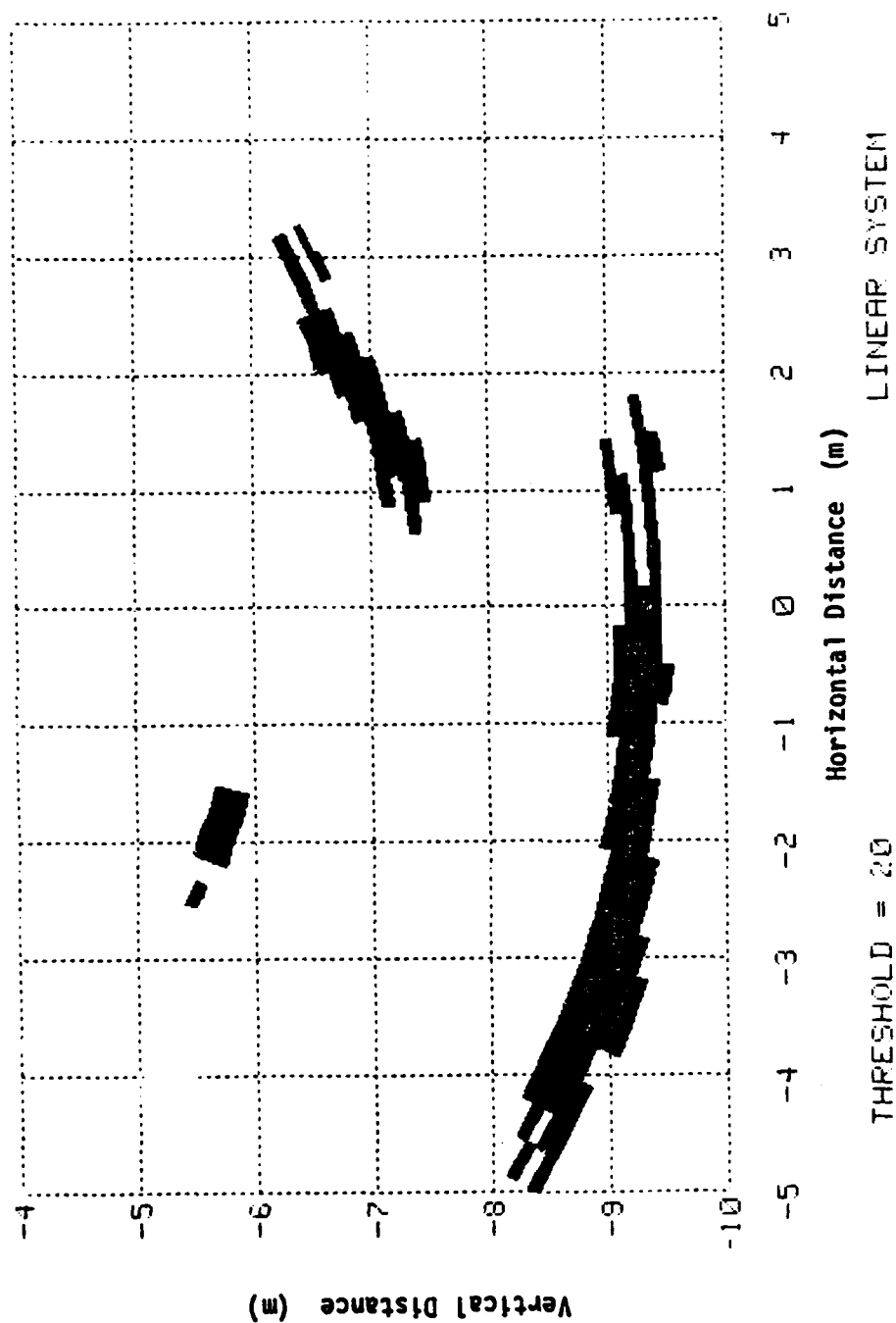


Figure 11. Imaging of the simulated objects by the linear system.

For the case of a narrow two degree beam width system that transmits a pulse at each bearing increment, the resulting image after the sector was completely scanned is shown in Figure 12. It was observed that (as expected) the image exactly duplicated the simulated objects.

D. CONCLUSIONS

The developmental algorithm was used to study some of the effects of the system parameters on bearing resolution, and the imaging performance of possible implementations of an acoustic system that used the proposed signal processing algorithm. It was concluded that the acoustic imaging system should be a narrow beam system that scans the sector by transmitting a very short pulse at each bearing increment, provides linear inputs to memory from the hydrophone line array, and provides an operator controlled threshold for the image display. Although the benefits of the latter two were not evident in the simulated idealized narrow beam images, it is felt that they would be significant in a real system where noise and objects with different scattering or reflective properties were present. This is also the basis for requiring a line array as a large receiving aperture, together with the proposed signal processing algorithm, since objects with specular reflective properties would not necessarily scatter the acoustic energy in the direction of the projector.

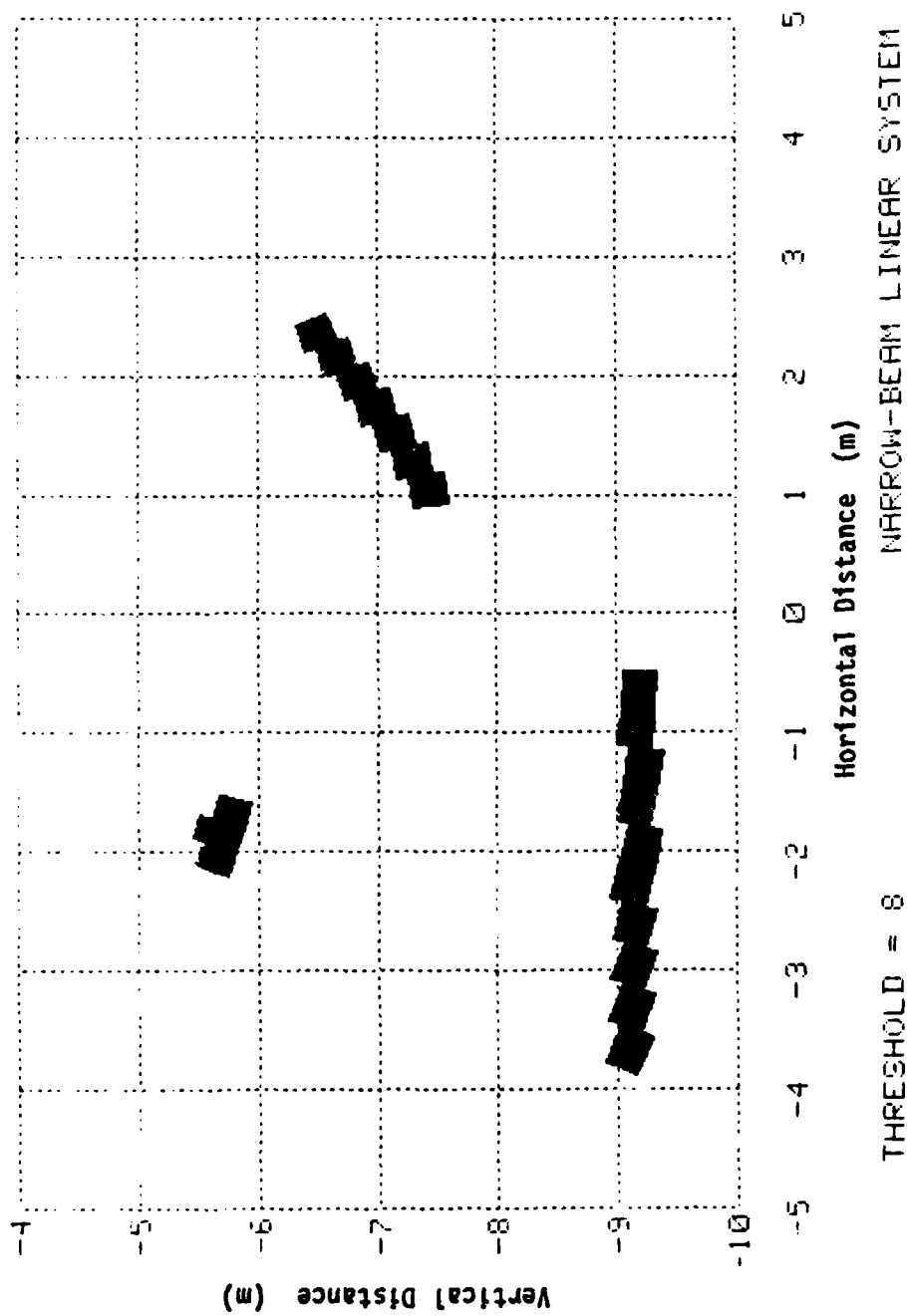


Figure 12. Imaging of the simulated objects by the narrow-beam linear system.

IV. THE NEAR REAL-TIME ALGORITHM

A. INTRODUCTION

An acoustic imaging system mounted on a maneuvering underwater vehicle would be required to provide an operator with a near real-time display of any objects buried in the sediment as the vehicle conducts a search pattern over the ocean floor. Although the signal processing algorithm that was developed was basically simple computationally, it was nevertheless very time consuming and would have been inadequate in an operational environment. Consequently, it was redesigned for increased execution efficiency and implementation on multiple microprocessors while maintaining the basic signal processing approach that has been described. Optimization of the algorithm by removing time consuming operations, together with incorporation of parallel and pipeline processes and double buffering concepts were the approaches taken. Experiments were conducted using a number of single board computers to test and demonstrate the feasibility of the redesigned algorithm for near real-time execution.

B. THE TIME PROBLEM

An underwater vehicle acoustically scanning the sediment and moving at 1 meter per second would probably require a complete sector scan at least once per second as a minimum adequate display rate; i.e. a two degree beam width, approximately 0.34 meters wide at 10 meters range, would scan a 60 degree sector perpendicular to the direction of travel

once every meter of forward travel. At each bearing increment data acquisition would begin 6 milliseconds after pulse transmission and continue for 8.5 milliseconds. Thus the processing of the Indata array can begin 14.5 milliseconds after pulse transmission, and would need to be completed in about 15 milliseconds for each of the bearing increments if a scan were to be completed in about one second. It was obvious that the developmental algorithm would require considerable changes for an efficient microprocessor implementation.

C. ALGORITHM OPTIMIZATION

The algorithm was first examined with the objective of removing time consuming operations such as multiplication. These occurred in the addressing of the multi-dimensional arrays in the algorithm which were stored in row major order. Four additional one dimensional arrays were introduced which provided a table lookup of the row addressing. For example, the addresses for the bearing dimension of the Trace matrix, $T(\theta, r, k)$, were stored in $B_array(b)$, and those for the range dimension in $R_array(r)$. Instead of the addressing for a single element of $T(\theta, r, k)$ requiring three additions and two multiplications, it was addressed using $T(B_array(b) + R_array(r) + k)$; i.e. five addition operations. This was done for each of the multi-dimensional arrays, the Indata array $D(n, k)$, the Trace matrix $T(\theta, r, k)$, and the Amplitude array $A(r, \theta)$, thus reducing the data structures in the algorithm to strictly one dimensional arrays.

With the intention of testing the feasibility of a microprocessor implementation of the algorithm using a number of Intel SBC 80/20 Single

Board Computers (Intel 8080 CPU) [5], the algorithm (Appendix B) was written using the high level language PL/I-80 [6]. Executing the program on one SBC 80/20 it was found that after the pre-calculation of the traces in $T(\theta, r, k)$ the signal processing aspect of the algorithm required 6.45 seconds to complete one sector scan (approximately 210 milliseconds at each bearing, and not including the time required for pulse propagation and data acquisition).

D. ALGORITHM PARTITIONING

The structure of the signal processing algorithm was examined in order to identify functions that could be accomplished by parallel and pipelined processes executing on a number of microprocessors for increased time efficiency. The concept of double buffering was also incorporated to reduce execution time.

1. Parallel Processing

The processing carried out at each of the range increments on the Indata array, for the bearing of the transmitted pulse, is independent of any of the other ranges. This is the summation that results in an element of the Amplitude array $A(r, \theta)$. It was decided to partition this function into separate processes that were identical except for the scope of the range indices. These were called the Sum_amplitude processes and were executed in parallel on a number of microprocessors. Using three microprocessors for example, process S_1 performed summations along the traces for the range indices 0 to 16, process S_2 used range indices 17 to 33, and process S_3 covered range indices 34 to

50. In this manner all ranges were processed in one third the time that was required by a single process executing all range increments.

2. Pipeline Processing

The function of data acquisition is called the Indata process and was seen to be amenable to pipeline processing with the Sum_amplitude processes. This process could control the timing of pulse transmission, sampling the hydrophone outputs, and storing the results into two buffer arrays. The Indata array of the developmental algorithm became two arrays called the A_indata array and the B_indata array. After the A_indata array was filled with the data from a particular bearing, the Sum_amplitude processes were permitted to begin their operations on the A_indata array. Simultaneously, the Indata process proceeded to fill the B_indata array with the data from the next bearing increment. When the Sum_amplitude processes had finished with the A_indata array, they processed the B_indata array. The Indata process could then utilize the A_indata array for the next bearing and so on in a pipeline fashion. Figure 13 illustrates the relationship between the processes.

3. Semaphores

Communication between the processes was accomplished with binary semaphores. The Indata process set the semaphores A_data and B_data whenever it was utilizing either the A_indata or B_indata array. Similarly, each of the parallel Sum_amplitude processes set a semaphore depending on the data array it was processing. Thus for three parallel Sum_amplitude processes six semaphores were utilized: A_amp1, A_amp2,

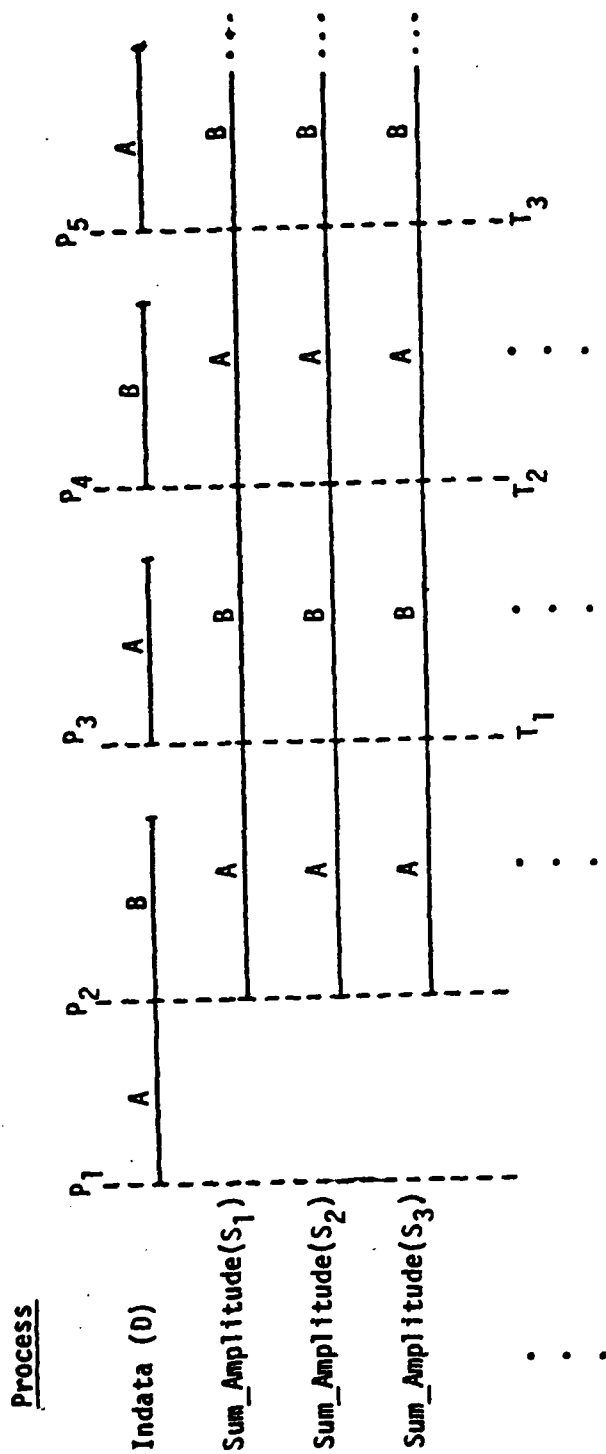


Figure 13. The relationship between the processes.

A_amp3, and B_amp1, B_amp2, B_amp3. The Indata process waited for each of the Sum_amplitude semaphores for one of the data buffer arrays to be unlocked before it could proceed to fill the buffer with new sampled data from the hydrophone outputs. Similarly, each of the Sum_amplitude processes waited on the A_data or B_data semaphore before it began processing the data. In this way completely independent but synchronized operation of all the processes was achieved. The operational form of the algorithm in Appendix C illustrates the partitioning of the processes and the use of the semaphores.

E. EXPERIMENTAL DEMONSTRATION

1. Equipment

To test and demonstrate the feasibility of near real-time execution of the redesigned algorithm an Intellec 800 Microcomputer Development System (MDS) [7], shown in Figures 14 and 15, with the CP/M monitor control program [8] was used. The MDS is capable of being used as a partial system simulator to check out software executing from RAM in the Intellec MDS. A total of 64 kilobytes of memory was available and four Intel SBC 80/20 Single Board Computers [5] were inserted into the MDS motherboard as shown in Figures 16 and 17.

2. The Processes

The contents of the Trace matrix, the pre-calculated traces, were computed using the program of Appendix B, and stored in a floppy disk data file for subsequent loading into memory. The redesigned "operational" algorithm (Appendix C) was written as if it were to be executed on a single processor, and consisted essentially of a Setup

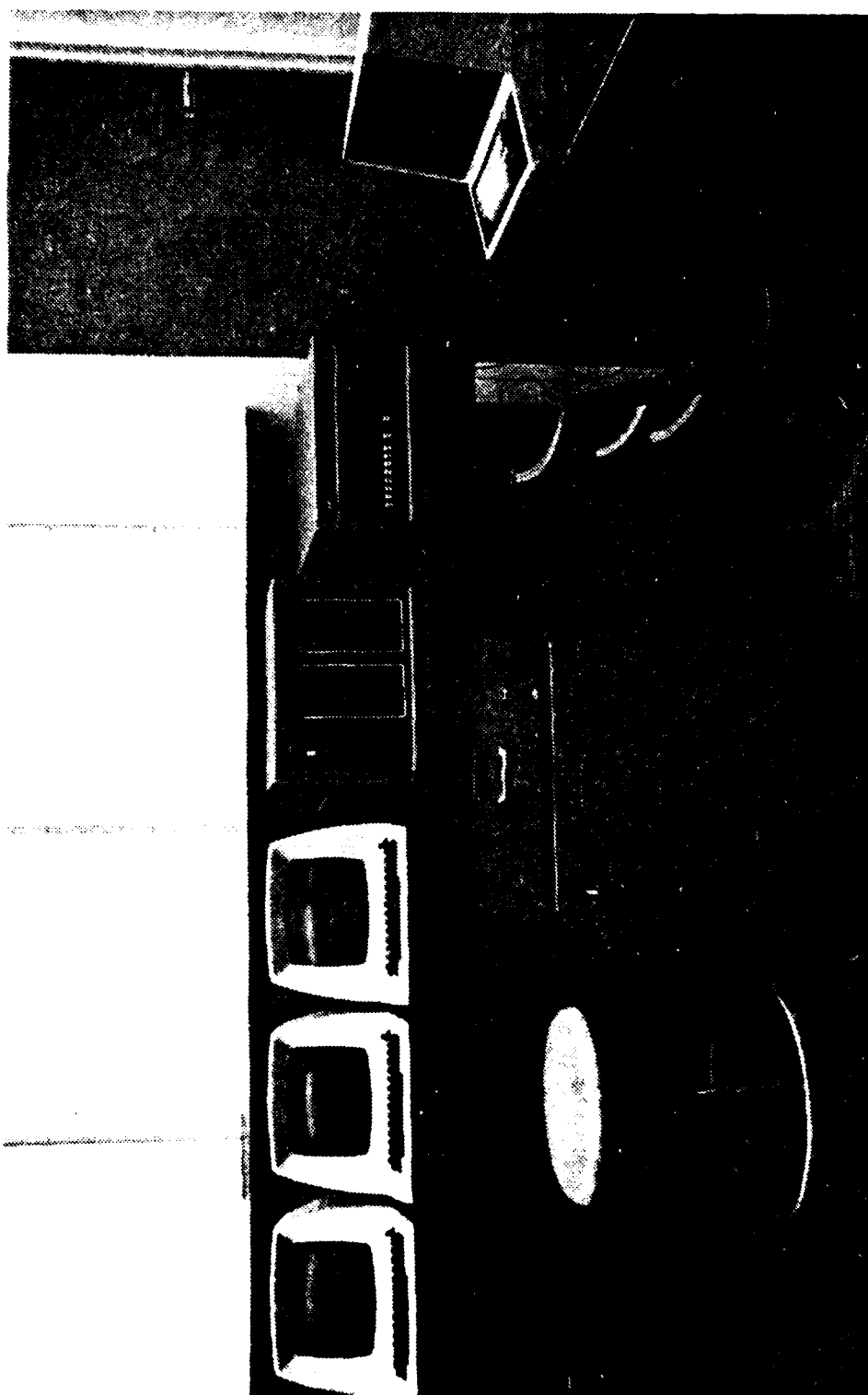


Figure 14. The system used for the experimental demonstration

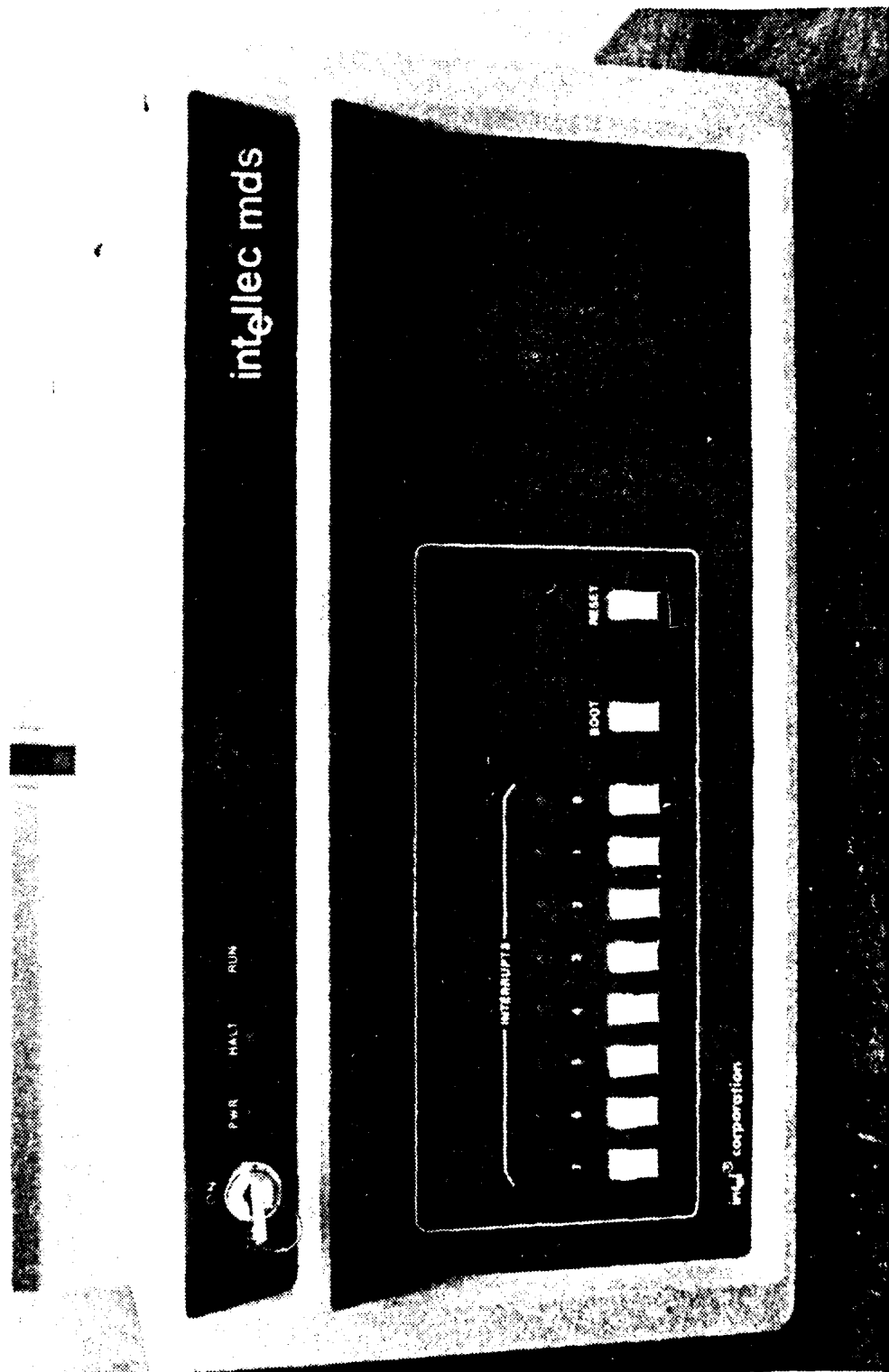


Figure 15. The Intellec 800 Microcomputer Development System (MDS)

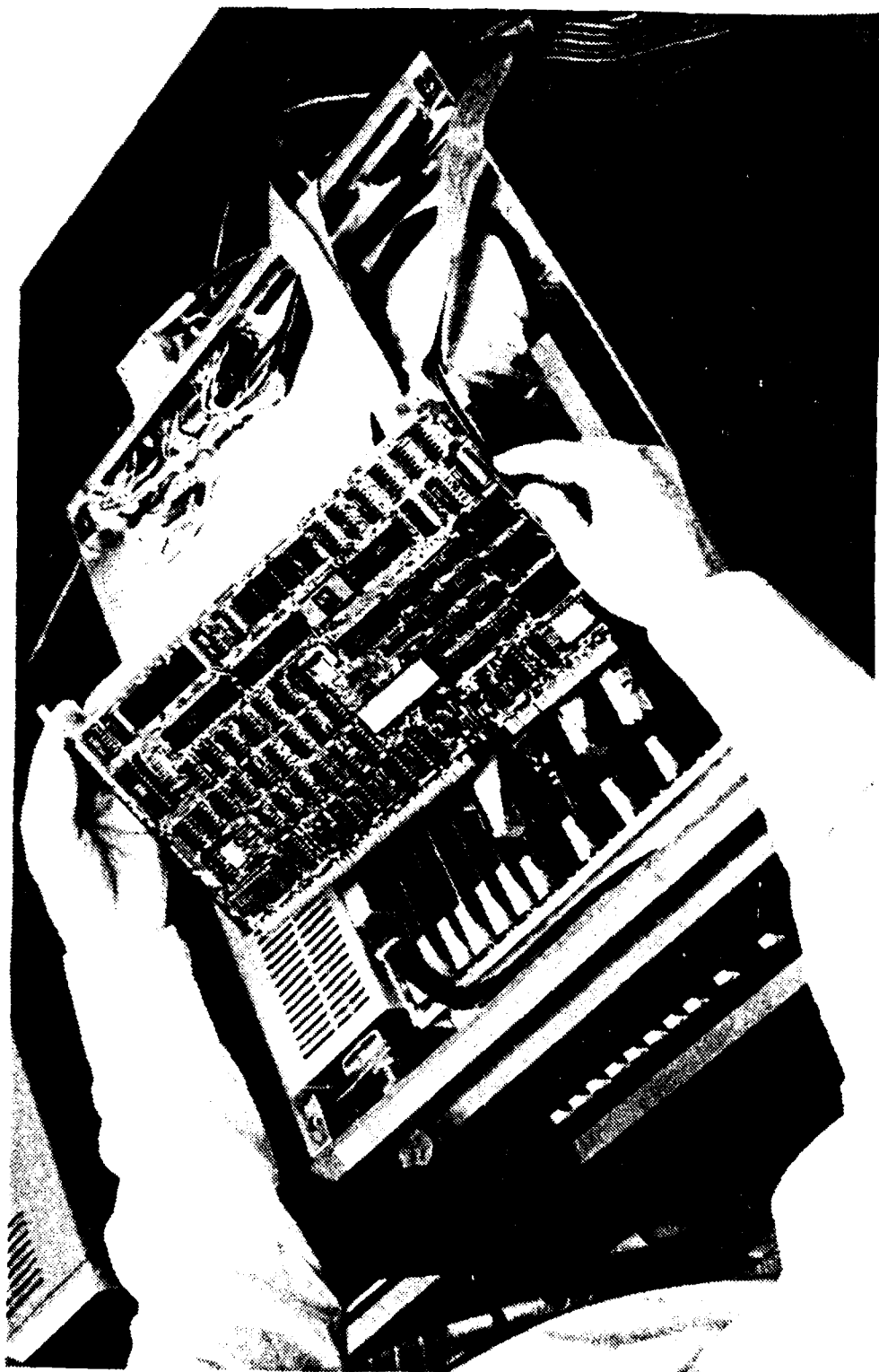


Figure 16. The Intel Single Board Computer SBC 80/20



Figure 17. The MDS with 64K of RAM and four SBC 80/20's inserted in motherboard.

procedure that calculated the contents of the address lookup arrays, the Indata procedure, and the Sum_amplitude procedure. This was compiled and linked so the program started at location 3000 Hex. The choice of 3000 H as the initial address for the program was based on the fact that addresses 3000 H to 3EFF H were available as private RAM on each of the SBCs. All the data structures and variables such as the semaphores that were to be global to all the processes were located in common memory above 4000 H that was accessible by all the SBCs. An empty dummy array of the necessary size was declared to ensure the assignment of common memory addresses to the global variables.

Using the MDS and the Dynamic Debugging Tool (DDT) program [9] the program was altered at the machine code level (hex representation) by removing the appropriate call statements and creating two versions: one which executed only the Indata procedure, and the other the Sum_amplitude procedure. In this way the two processes stored in the private memory of separate SBCs could operate independently but in a synchronized manner using the semaphores in common memory. The data that was operated on, as well as all the data structures, were available in common memory.

The Sum_amplitude version was then amended using DDT so that all the local variables in the procedure, which the compiler had assigned to memory locations in the common area, were readdressed so they were within an SBC's private memory. The locations assigned to the dummy array were utilized for this purpose. This then provided a template for three subsequent copies of the Sum_amplitude process each of which was

individually altered to process a segment of the range indices, and then stored on a disk file.

Similarly, the addresses of variables that were local to the Indata procedure were amended so they were within an SBC's private memory. Having loaded the Trace matrix from the floppy disk data file into the appropriate memory locations that had been assigned by the compiler, the entire Indata version (which included the data structures) was saved on a disk file. A subsequent reloading of this file into memory caused the Trace matrix to also be available and so a separate loading of the Trace matrix data file was not necessary. For the experimental demonstration of the feasibility of the multiple microprocessor concept the Indata process controlled the bearing parameter and caused the entire algorithm to scan ten complete sectors and then stop. An operational version would continue indefinitely. As the double buffering design resulted in two bearing increments being processed on each pass through the procedure, it was necessary to ensure that each sector consisted of an even number of bearing increments, i.e. thirty vice thirty-one. No attempt was made to include pulse propagation time or data acquisition time. The procedure that would fulfill these functions was left as a "stub" since it was not required for the demonstration of the synchronization between the processes.

3. Results

The capabilities of the MDS and DDT were used to subsequently load the Indata process into the private memory of one of the SBC's, and the Sum_amplitude processes into the private memory of each of the three remaining SBCs. Figure 18 provides a block diagram of the experimental configuration where process D is the Indata process and processes S₁ to

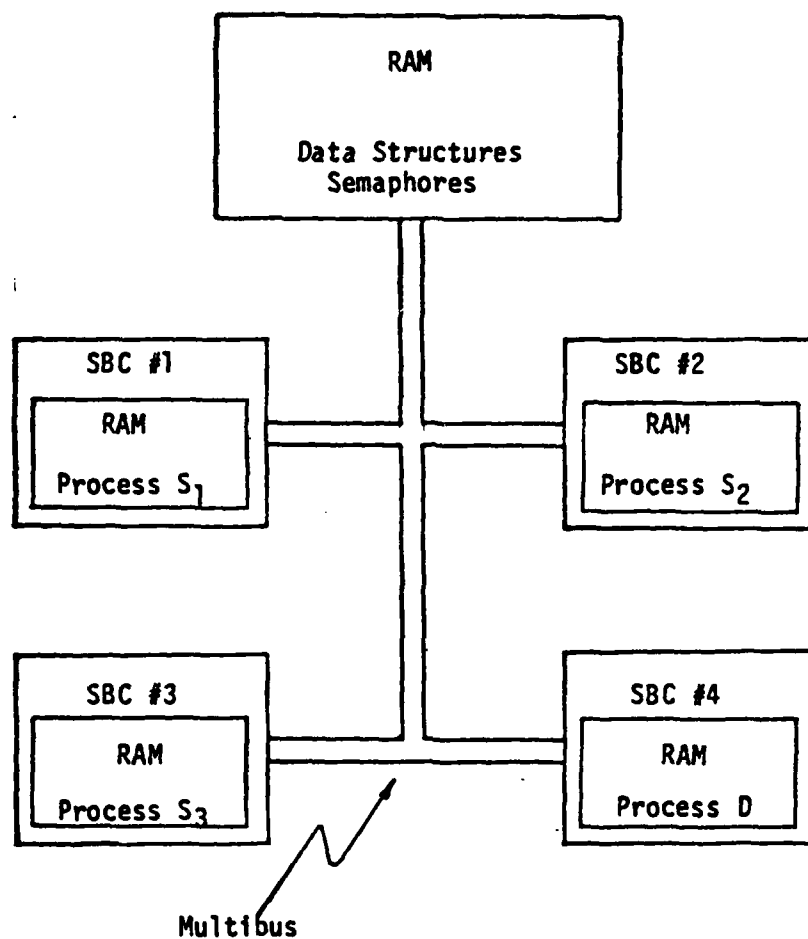


Figure 18. Block diagram of experimental configuration.

S_3 are the Sum_amplitude processes. With the processes executing simultaneously the time required for the amplitude summation function to be performed on ten sector scans was recorded.

Executing the algorithm with a different number of Sum_amplitude processes in parallel, while ensuring that all range indices were processed, permitted an evaluation of the effect of increasing the number of parallel processors. The resulting times for one sector scan and consequently the performance in terms of scans per second are given in Table 2 and Figure 19.

<u>Processes</u>	<u>Time for one scan (seconds ± 0.01)</u>	<u>Scans per Second</u>
D, S_1	6.45	0.155
D, S_1 , S_2	3.23	0.310
D, S_1 , S_2 , S_3	2.15	0.465

TABLE 2. Results of the experimental demonstration of the feasibility of implementing the signal processing algorithm on multiple microprocessors.

The correct operation of the algorithm together with the performance times indicated that the design was a feasible approach to obtaining near real-time execution of the proposed signal processing algorithm. The fact that the processes were stored in the SBCs private memory and required access to the bus only when the common data structures and semaphores were referenced resulted in a minimum of bus usage. An examination of the code for the innermost loop of the Sum_amplitude process (the summation of the Indata array elements identified by the

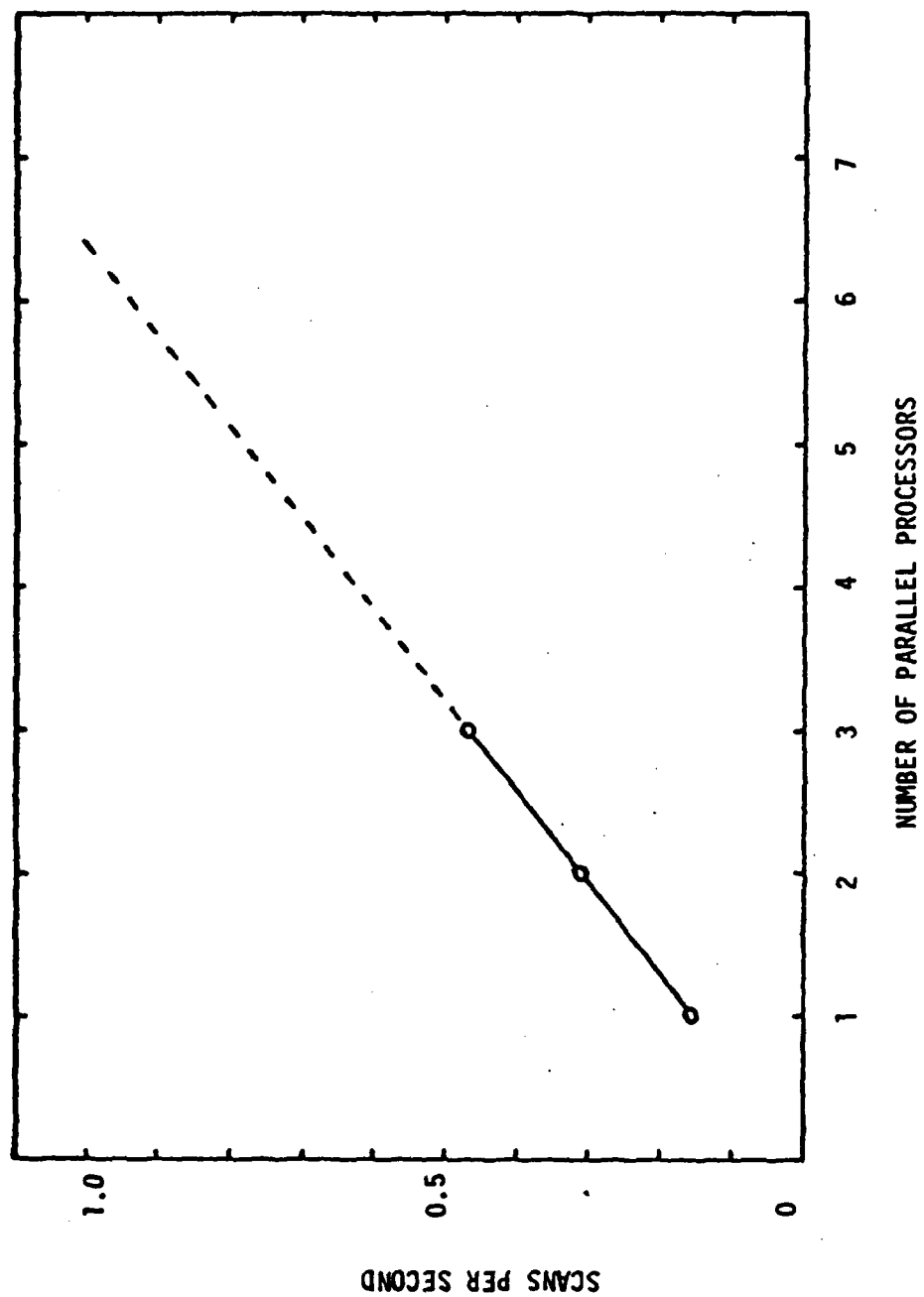


Figure 19. Performance as a function of the number of parallel processors used.

trace) indicated that the bus usage was 7.9% of the loop's execution time. The number of parallel SBCs executing simultaneously could theoretically be increased to twelve before bus contention would adversely influence the overall execution time. Table 2 and Figure 19 depicting the results of the experiment clearly indicate the linear relationship between performance, in terms of scans per second, and the increasing number of parallel processors used. If the number of SBCs operating in parallel were increased to seven, plus one for the Indata process for a total of eight, then a scan rate of one sector per second would be achieved.

V. CONCLUSIONS

For the problem of locating and classifying objects buried in marine sediments an underwater acoustic imaging system has been proposed and the thrust of this thesis has been the design of the signal processing algorithm that would extract the information from scattered acoustic signals for subsequent operator display. Using a developmental form of the algorithm it was determined that the acoustic imaging system should be a narrow beam system for optimum resolution and imaging performance. Since the processing time was excessive, the algorithm was redesigned for implementation on multiple processors for execution efficiency. It was experimentally demonstrated that this design was a feasible approach to obtaining near real-time execution of the algorithm.

The maximum rate of sector scanning that is possible for the proposed system is slightly in excess of two sector scans per second. This was arrived at by considering the pulse propagation time and the data acquisition time, a total of 14.5 milliseconds at each bearing, as the minimum time between pulses. It has been shown that the use of multiple microprocessors can result in an efficient implementation of the proposed signal processing algorithm. The number of parallel processors required to reduce the amplitude summation process to about 15 milliseconds (and thus achieve the maximum rate of two scans per second) would be dependent on the microprocessor chosen.

VI. RECOMMENDATIONS

The signal processing algorithm and its implementation on multiple microprocessors, as discussed in this thesis, would form the core of a special purpose processor for the acoustic imaging system. Two areas would require development and detailed definition before the entire special purpose processor could be designed: data acquisition to provide inputs to the processing algorithm, and output from the algorithm in the form of a display.

It is recommended that the Indata process outlined in the thesis be expanded from the current "stub" status to perform the functions previously mentioned; i.e. control of pulse transmission timing, sampling the hydrophone outputs, and storing the results into the two buffer arrays. It is anticipated that the approaches used for the algorithm design would be readily applicable to these functions. However, the actual details would be highly hardware dependent which would require investigation prior to designing a parallel/pipeline approach to this portion of the specialized processor.

Similarly, the interface between the multiple microprocessor system (performing the signal processing) and a display processor would require definition and would be hardware dependent. It is considered likely that the image information after each sector scan could be stored thus forming a three dimensional representation in memory (the third dimension resulting from the travel of the underwater vehicle

over a section of sediment). This would provide an opportunity for a two dimensional display in either the vertical plane (such as range and bearing) or in a horizontal plane at some range. Furthermore, the possibility of a three dimensional display could be considered. It is evident that there is much promising work to be accomplished in order to produce the special purpose processor for the acoustic imaging system.

APPENDIX A. THE DEVELOPMENTAL ALGORITHM

```

10
20
30
40
50
60
70
80
90
100
110
120
130
140
150
160
170
180
190
200
210
220
230
240
250
260
270
280
290
300
310
320

      IMAGES
      <HP enhanced BASIC>

      FORMS Tracematrix(), Indata(), Amplitude()
      AND PLOTS TARGETS <5m ARRAY> NARROW-BEAM

      ALL ANGLES WILL BE IN DEGREES
      MATRIX INDICES BEGIN AT 0

      USED IN Sector_grid AND Target
      ALL DISTANCES WILL BE IN METERS

      NUMBER OF HYDROPHONES: DIMENSION OF Base( )
      MUST BE >= Max_phone
      <16 PHONES: INDEXED FROM 0 TO 15>

      Base_inc=Arraylength/Max_phone
      DIM Base(15)
      ARRAY CONTAINING DISTANCES FROM CENTER
      OF LINE ARRAY TO EACH HYDROPHONE
      METERS/SEC
      NEAR SCATTERERS IGNORED/TRANSDUCER PULSE BLANKED
      SECONDS <50 MICROSECONDS>

      INTEGER Trace_matrix(15,50,15) ! DIM'S ARE: BEARING, RANGE, AND PHONE
      Files="TRACES"
      NAME OF MASS STORAGE FILE STORING Trace_matrix

      INTEGER Objects(50,-15:15)
      CONTAINS SIMULATED TARGET ELEMENTS
      -DIMENSIONS ARE RANGE AND BEARING
      MATRIX OF THE RECEIVED SIGNALS: DIMENSIONS
      ARE TIMESLOT AND PHONE
  
```

```

330 INTEGER Amplitude(50,-15:15)
340      ! CONTAINS THE SUM OF THE ELEMENTS OF Indata()
350      ! THAT ARE IDENTIFIED BY Trace_matrix()
360      ! AS HAVING THEIR ORIGIN AT A PARTICULAR POINT
370      ! -DIMENSIONS ARE RANGE AND BEAM BEARING
380      !
390      ! INTEGER Sector_overlay(16380)
400      !
410      PRINT "MAX BEARING=";Max_bearing,"BEARING_INC=";Bearing_inc,"BEAM_WIDTH=";
Beam_width,"BEAM_CENTER=";Beam_center
420      PRINT "MIN_RANGE=";Min_range,"MAX_RANGE=";Max_range,"RANGE_INC=";Range_inc
430      PRINT "SOUNDSPEED=";Soundspeed,"BLANK-DISTANCE=";Blank_distance,"PULSE_WID
TH=";Pulse_width
440      PRINT "MAX_PHONE=";Max_phone,"ARRAYLENGTH=";Arraylength,"BASE_INC=";Base_i
nc
450      PRINT LIN(1)
460
470      !
480      ! * * * * *
490      PLOTTER IS "GRAPHICS"      ! PLOT FOR IMAGE DISPLAY
500      GRAPHICS
510      SHOW -5.5,5.5,-Max_range-1,-Min_range+1
520      ! GOSUB Sector_grid
530      GCLEAR
540      GOSUB Xy_grid
550
560      ! GLOAD Xy_overlay(*) CAN BE USED FROM KEYBOARD
570      ! GLOAD Sector_overlay(*)
580      ! * * * * *
590      ! FORM Tracematrix()
600      ! GOSUB Trace
610      ! GOSUB Keep_traces
620      GOSUB Mass_storage
630      !

```



```

1010 |
1020 | PRINT LIN(2), " AMPLITUDE (Range,Bearing)",LIN(2)
1030 | PRINT USING "21(DD,X)";Amplitude(*) I CHECK DIM OF Amplitude()
1040 | END OF FORMING Amplitude()
1050 | * * * * *
1060 | BEEP
1070 | GOTO Scan
1080 | STOP
1090 | END
1100 |
1110 | Trace:
1120 | -----
1130 | | TRACE
1140 | | CALCULATES THE DISTANCES, PROPAGATION TIMES,
1150 | | AND THE TRACE FUNCTIONS FOR ELEMENTAL
1160 | | SCATTERING CENTERS AT RANGES AND BEARINGS
1170 | | FROM THE CENTER OF A HYDROPHONE LINE-ARRAY
1180 | |
1190 | | FORM Trace_matrix(B,R,Phone)
1200 | | LOOP TO FILL Base(Phone) WITH DISTANCES FROM
1210 | | CENTER OF LINE-ARRAY TO EACH HYDROPHONE
1220 | |
1230 | | FOR Phone=0 TO Max_phone
1240 | | IF Phone<=Max_phone/2 THEN Number=Phone
1250 | | IF Phone>Max_phone/2 THEN Number=Max_phone-Phone
1260 | | Base(Phone)=Arraylength/2-Number*Base_inc
1270 | | NEXT Phone
1280 | |
1290 | | BEARING
1300 | | INDEX FOR THE BEARING DIMENSION
1310 | |
1320 | | RANGE
1330 | |
1340 | | R=0
1350 | | FOR Range=Min_range TO Max_range STEP Range_inc
1360 | | PRINT LIN(2), " BEARING=";Bearing," RANGE=";Range,LIN(1)
1370 | | IMAGE "PHONE",5X,"ARRIVAL_TIME",5X,"TRACE_MATRIX",
1380 | | PRINT USING H1

```



```

1700 Mass_storage:      I RETRIEVE PRE-CALCULATED Trace_matrix()
1710 ASSIGN #1 TO File#
1720 READ #1;Trace_matrix(*)
1730 ASSIGN #1 TO *
1740 RETURN
1750
1760
1770
1780 Receive:
1790 I      I END OF RETRIEVING Trace_matrix()
1800 I      I
1810 I      I SIMULATE ELEMENT AT RANGE, BEARING
1820 I      I PRINT "RANGE=";Range," BEARING=";Bearing
1830 I      I IF Bearing>0 THEN GOSUB Bearing_pos
1840 I      I IF Bearing<0 THEN GOSUB Bearing_neg
1850 I      I Obj_element=1
1860 I      I RETURN
1870 I
1880 I      I Bearing_pos:
1890 I      I FOR Phone=0 TO Max_phone
1900 I      I   Time_slot=Trace_matrix(B,R,Phone)
1910 I      I   Indata(Time_slot,Phone)=Indata(Time_slot,Phone)+1
1920 I      I NEXT Phone
1930 I      I RETURN
1940 I
1950 I      I Bearing_neg:
1960 I      I FOR Phone=0 TO Max_phone
1970 I      I   Time_slot=Trace_matrix(B,R,Phone)
1980 I      I   Inphone=Max_phone-Phone
1990 I      I   Indata(Time_slot,Inphone)=Indata(Time_slot,Inphone)+1
2000 I      I NEXT Phone
2010 I      I RETURN
2020 I
2030 I      I No_target:
2040 I      I R=0
2050 I      I FOR Range=Min_range TO Max_range STEP Range_inc
2060 I      I   IF Amplitude(R,B_int)=1 THEN GOSUB Erasetarget
2070 I      I   R=R+1
2080 I      I NEXT Range
2090 I      I RETURN
2100 I
2110 I      I SETS Amplitude(Range,Bearing)=0 FOR ALL RANGES
2120 I      I AT A BEARING
2130 I
2140 I
2150 I
2160 I
2170 I
2180 I
2190 I
2200 I
2210 I
2220 I
2230 I
2240 I
2250 I
2260 I
2270 I
2280 I
2290 I
2300 I
2310 I
2320 I
2330 I
2340 I
2350 I
2360 I
2370 I
2380 I
2390 I
2400 I
2410 I
2420 I
2430 I
2440 I
2450 I
2460 I
2470 I
2480 I
2490 I
2500 I
2510 I
2520 I
2530 I
2540 I
2550 I
2560 I
2570 I
2580 I
2590 I
2600 I
2610 I
2620 I
2630 I
2640 I
2650 I
2660 I
2670 I
2680 I
2690 I
2700 I
2710 I
2720 I
2730 I
2740 I
2750 I
2760 I
2770 I
2780 I
2790 I
2800 I
2810 I
2820 I
2830 I
2840 I
2850 I
2860 I
2870 I
2880 I
2890 I
2900 I
2910 I
2920 I
2930 I
2940 I
2950 I
2960 I
2970 I
2980 I
2990 I
3000 I

```

```

2080      ! - - - - -
2090      ! FORMS Amplitude() FOR ALL RANGES AT A BEARING
2100      Target_exists:
2110      IF Bearing>=0 THEN GOSUB Amplitude_pos
2120      IF Bearing<0 THEN GOSUB Amplitude_neg
2130      RETURN
2140
2150      ! - - - - -
2160      Amplitude_pos:
2170      ! FORMS Amplitude() ELEMENTS AT RANGES,
2180      ! POSITIVE BEARING
2190      R=0
2200      FOR Range=Min_range TO Max_range STEP Range_inc
2210      Total=0
2220      ! ADD THE ELEMENTS FROM Indata()
2230      ! THAT CORRESPOND TO "RANGE,BEARING"
2240      FOR Phone=0 TO Max_phone
2250      Time_slot=Trace_matrix(B,R,Phone)
2260      Total=Total+Indata(Time_slot,Phone)
2270      NEXT Phone
2280      IF (Total>Threshold) AND (Amplitude(R,B_int)=0) THEN GOSUB Writetarget
2290      IF (Total<=Threshold) AND (Amplitude(R,B_int)=1) THEN GOSUB Erasetarget
2300      R=R+1
2310      NEXT Range
2320      RETURN
2330      Amplitude_neg:
2340      ! - - - - -
2350      ! FORMS Amplitude() ELEMENTS AT RANGES,
2360      ! NEGATIVE BEARING
2370      R=0
2380      FOR Range=Min_range TO Max_range STEP Range_inc
2390      Total=0
2400      ! ADD THE ELEMENTS FROM Indata()
2410      ! THAT CORRESPOND TO THE MIRROR IMAGE
2420      ! (wrt Phone) FOR RANGE,BEARING
2430      FOR Phone=0 TO Max_phone
2440      Time_slot=Trace_matrix(B,R,Phone)
2450      Inphone=Max_phone-Phone
2460      Total=Total+Indata(Time_slot,Inphone)
2470      NEXT Phone

```

62


```

2840 GOSUB Marks
2850 IPLOT 0,-.3,-2
2860 LABEL Bearing
2870 NEXT Bearing
2880
2890 Line=Mark/2
2900 FOR Bearing=-Max_bearing+5 TO Max_bearing-5 STEP 10
2910 PDIR Bearing
2920 GOSUB Marks
2930 NEXT Bearing
2940
2950 Line=Mark/2
2960 FOR Bearing=-Max_bearing TO Max_bearing STEP Max_bearing
2970 PDIR Bearing
2980 FOR Range=Min_range+1 TO Max_range-1
2990 MOVE 0,0
3000 IPLOT 0,-(Range-Line/2),-2
3010 IPLOT 0,-Line,-1
3020 NEXT Range
3030 NEXT Bearing
3040
3050 PDIR -Max_bearing-2
3060 GOSUB Range_label
3070 PDIR Max_bearing+2
3080 GOSUB Range_label
3090
3100
3110 PDIR -Max_bearing-5
3120 MOVE 0,0
3130 IPLOT 0,-Min_range-(Max_range-Min_range)/2,-2
3140 LDIR 90-Max_bearing-5
3150 LABEL "RANGE (m)"
3160
3170 PDIR 0
3180 MOVE 0,0
3190 IPLOT 0,-(Max_range+1),-2
3200 LDIR 0
3210 LABEL "BEARING (Deg)"

```

```

3220 GSTORE Sector_overlay(*)
3230 RETURN
3240
3250
3260 Marks:
3270 MOVE 0,0
3280 IPLOT 0,-(Min_range-Line),-2
3290 IPLOT 0,-Line,-1
3300 IPLOT 0,-(5-Line),-2
3310 IPLOT 0,-2*Line,-1
3320 RETURN
3330
3340 Range_label:
3350 FOR Range=Min_range TO Max_range STEP 1
3360 MOVE 0,0
3370 IPLOT 0,-Range,-2
3380 LABEL Range
3390 NEXT Range
3400 RETURN
3410
3420
3430
3440 Xy_grid:
3450 CLIP -5,5,-Max_range,-Min_range+1
3460 LINE TYPE 3
3470 GRID 1,1,0,0,1,1
3480 UNCLIP
3490 LINE TYPE 1
3500 LONG 5
3510 FOR X=-7 TO 7
3520 MOVE X,-10.5
3530 LABEL X
3540 NEXT X
3550 LONG 8
3560 FOR Y=-Max_range TO -Min_range+1
3570 MOVE -4.9,Y
3580 LABEL Y
3590 NEXT Y

```

```

3600 GSTORE Xy_overlay(*)
3610 RETURN
3620
3630
3640 Round_object:
3650 FOR Bearing=-20 TO -16 STEP 2
3660 FOR Range=5.9 TO 6.1 STEP .1
3670 GOSUB Setup_objects
3680 NEXT Range
3690 NEXT Bearing
3700 Bearing=-18
3710 Range=5.8
3720 GOSUB Setup_objects
3730 RETURN
3740
3750
3760
3770 Long_object:
3780 FOR Bearing=-22 TO -20 STEP 2
3790 FOR Range=9.7 TO 9.8 STEP .1
3800 GOSUB Setup_objects
3810 NEXT Range
3820 NEXT Bearing
3830 FOR Bearing=-18 TO -16 STEP 2
3840 FOR Range=9.5 TO 9.6 STEP .1
3850 GOSUB Setup_objects
3860 NEXT Range
3870 NEXT Bearing
3880 FOR Bearing=-14 TO -12 STEP 2
3890 FOR Range=9.3 TO 9.5 STEP .1
3900 GOSUB Setup_objects
3910 NEXT Range
3920 NEXT Bearing
3930 FOR Bearing=-10 TO -8 STEP 2
3940 FOR Range=9.2 TO 9.4 STEP .1
3950 GOSUB Setup_objects
3960 NEXT Range
3970 NEXT Bearing

```

```

3980 FOR Bearing=-6 TO -4 STEP 2
3990   FOR Range=9.1 TO 9.3 STEP .1
4000     GOSUB Setup_objects
4010     NEXT Range
4020   NEXT Bearing
4030   Bearing=-20
4040   Range=9.6
4050   GOSUB Setup_objects
4060   Bearing=-22
4070   Range=9.9
4080   GOSUB Setup_objects
4090   Bearing=-18
4100   Range=9.7
4110   GOSUB Setup_objects
4120   Bearing=-16
4130   Range=9.4
4140   GOSUB Setup_objects
4150   RETURN
                                | END OF LONG LEVEL TARGET
                                |
                                | - - - - -
                                | SIMULATED INCLINED TARGET
                                |
Inclined_object:
Bearing=8
  FOR Range=7.4 TO 7.6 STEP .1
    GOSUB Setup_objects
  NEXT Range
  Bearing=10
  FOR Range=7.3 TO 7.5 STEP .1
    GOSUB Setup_objects
  NEXT Range
  Bearing=12
  FOR Range=7.2 TO 7.4 STEP .1
    GOSUB Setup_objects
  NEXT Range
  Bearing=14
  FOR Range=7.1 TO 7.3 STEP .1
    GOSUB Setup_objects
  NEXT Range

```

67

APPENDIX B. THE ALGORITHM IN PL/I-80

```

1  /* PLI-80 VERSION -- IMAGES.PLI          30 OCT 80 */
2  images: proc options(main);
3      dcl (A_indata(0:2671), E_indata(0:2671), A_brg, E_brg) fixed(7),
4            (b_array(0:15), r_array(0:50), pn_array(0:15),
5              trace(0:13055), amp_array(-15:15), amplitude(0:1580)) fixed(15),
6            (A_data, E_data, A_ampl, E_ampl) bit(1),
7            (i, b_index) fixed(7),
8            traces file;
9
10     %replace
11         arraylength by 500,
12         max_phone_index by 15,
13         min_range by 5.0E0,
14         max_range by 10.0E0,
15         range_inc by 0.1E0,
16         max_range_index by 50,
17         soundspeed by 1500E0,
18         pulse_width by 50E-6,
19         blank_distance by 4.5E0,
20         max_bearing by 30,
21         bearing_inc by 2,
22         max_brg_index by 15,
23         max_timeslot by 166,
24         read_disk by '1'b;
25
26
27         /* INITIALIZE SEMAPHORES */
28         A_ampl = '0'b; B_ampl = '0'b; /* UNLOCKED */
29         A_data = '1'b; B_data = '1'b; /* LOCKED */
30

```

```

31 do;
32   call setup();
33   put skip list ('SETUP COMPLETED');
34
35   do i = 0 to 10;          /* SCAN A NUMBER OF TIMES */
36     do b_index = -max_brg_index to max_brg_index by 2;
37       call indata();
38       call sur_amplitudes();
39     end;                    /* ONE COMPLETE SCAN */
40     end;                    /* A NUMBER OF SCANS */
41
42     call see_amplitude(-15,0);
43     call see_amplitude(0,15);
44   end;
45
46   /* ===== */
47
48   setup: proc;
49     dcl (base(0:15), base_inc, range, max_phone) float,
50         (cosine_angle, cosine_acute) float,
51         (triangle_solo, distance, arrival_time) float,
52         (i, phone, b_index, r_index, bearing) fixed(7),
53         (number, timeslot, brg_address, b_r_addr) fixed(15);
54
55     /* FILL B ARRAY WITH ADDRESSES CORRESPONDING
56        TO THE BEARING DIMENSION OF TRACE_MATRIX */
57     number = (max_phone_index + 1)*(max_range_index + 1);
58     do i = 0 to max_brg_index;
59       b_array(i) = i*number;
60     end;
61
62     /* FILL R ARRAY WITH ADDRESSES CORRESPONDING
63        TO THE RANGE DIMENSION OF TRACE_MATRIX */
64     do i = 0 to max_range_index;
65       r_array(i) = i*(max_phone_index + 1);
66     end;

```

```

67      /* FILL PH ARRAY WITH ADDRESSES CORRESPONDING
68         TO THE PHONE DIMENSION OF INDATA( PHONE, TIME ) */
69
70      do i = 0 to max_phone_index;
71          ph_array(i) = 1*(max_timeslot + 1);
72      end;
73
74      /* FILL AMP ARRAY WITH ADDRESSES CORRESPONDING
75         TO THE BEARING DIMENSION OF THE AMPLITUDE MATRIX */
76
77      i = 0;
78      do b_index = -max_bre_index to max_bre_index;
79          amp_array(b_index) = 1*(max_range_index + 1);
80          i = i + 1;
81      end;
82
83      /* GET DATA FOR TRACE() */
84      if read_disk then call read_traces();
85      else call fill_traces();
86
87      /* do bearing = 0 to 30 by 10;
88         do range = 5.0 to 10.0;
89             call see_trace(bearing, range);
90         end;
91     */
92
93      /* SIMULATE CONTENTS OF THE INDATA MATRICES
94         AS THOUGH ORIGINATED BY SCATTERERS AT
95         PARTICULAR RANGES AND BEARINGS */
96
97      do;
98          call receive(A_indata, -30, 5.0);
99          call receive(A_indata, 10, 9.0);
100         call receive(B_indata, -20, 6.0);
101         call receive(B_indata, 20, 10.0);
102     end;

```



```

102 do;
103   put skip(2) list('A_indata');
104   call see_data(A_indata);
105   put skip(2) list('B_indata');
106   call see_data(B_indata);
107   end;
108   /*
109   /* ----- */
110
111   /* FILL TRACE() WITH THE TIMESLOT INDICES THAT
112      CORRESPOND TO THE ARRIVAL TIME AT EACH HYDROPHONE
113      OF THE CURVED WAVFRONTS FROM ELEMENTAL SCATTERERS
114      AT EACH OF THE RANGES AND BEARINGS OF INTEREST */
115
116   fill_traces: proc;
117     /* FILL BASE(PHONE) WITH THE DISTANCES FROM
118        THE CENTER OF THE LINE ARRAY TO EACH HYDROPHONE */
119     max_phone = max_phone_index;
120     base_inc = arraylength/max_phone;
121     do phone = 0 to max_phone_index;
122       if phone > max_phone/2 then
123         number = max_phone_index - phone;
124       else number = phone;
125       base(phone) = arraylength/2 - number*base_inc;
126     end;
127
128     do b_index = 0 to max_brg_index;
129       bearing = b_index*bearing_inc;
130       brg_address = b_array(b_index);
131       /* put skip list ('bearing = ', bearing); */
132       cosine_acute = cosd(90-bearing);
133
134       do r_index = 0 to max_range_index;
135         range = r_index*range_inc + min_range;
136         b_r_addr = r_array(r_index) + brg_address;

```

```

137 do phone = 0 to max_phone_index;
138   if phone > max_phone/2 then
139     cosine_angle = cosine_acute;
140   else cosine_angle = -cosine_acute;
141   triangle_soln = sqrt(range*range+base(phone)*base(phone)
142                     -2*range*base(phone)*cosine_angle);
143   distance = range + triangle_soln;
144   arrival_time = (distance - 2*blank_distance)/soundspeed;
145   trace(b_r_addr + phone) = arrival_time/pulse_width;
146   end;
147 end;
148
149 end;
150 open file (traces) output sequential keyed
151   env(f(26112),b(128));
152 write file (traces) from (trace);
153 close file (traces);
154 end fill_traces;
155
156 /* FILL TRACE() FROM A PRE-CALCULATED FILE
157   TRACES.DAT STORED ON DISK */
158
159 read_traces: proc;
160   open file (traces) input sequential keyed
161     env(f(26112),b(128));
162   read file (traces) into (trace);
163   close file (traces);
164   end read_traces;
165
166 see_trace: proc(brf,range);
167   dcl (brf, range) float;
168   b_index = brf/bearing_inc;
169   r_index = (range - min_range)/range_inc;
170   b_r_addr = b_array(b_index) + r_array(r_index);
171   put skip(2) list('brf=',brf,'range=',range,
172                   'b_r_addr=',b_r_addr);

```

```

173 put skip edit ((trace(b_r_addr + phone)
174 do phone=0 to max_phone_index))
175 (16(f(3),x(1)));
176
177 end see_trace;
178
179 receive: proc(data_array, brg, range);
180 dcl data_array(0:2671) fixed(7),
181 (brg, range) float;
182
183 b_index = abs(brg/bearing_inc);
184 r_index = (range - min_range)/range_inc;
185 b_r_addr = b_array(b_index) + r_array(r_index);
186 if brg < 0 then call brg_neg();
187 else call brg_pos();
188
189 brg_pos: proc;
190 do phone = 0 to max_phone_index;
191 timeslot = trace(b_r_addr + phone);
192 data_array(ph_array(phone) + timeslot) = 1;
193 end;
194 end brg_pos;
195
196 brg_neg: proc;
197 do phone = 0 to max_phone_index;
198 timeslot = trace(b_r_addr + phone);
199 i = max_phone_index - phone;
200 data_array(ph_array(i) + timeslot) = 1;
201 end;
202 end brg_neg;
203
204 end receive;

```

```

205 see_data: proc(data_array);
206   dcl data_array(0:2071) fixed(7);
207
208   put skip;
209   do timeslot = 0 to max_timeslot;
210     put skip edit((data_array(phone)+timeslot)
211       do phone = 0 to max_phone_index)
212       (16(f(3),x(1)));
213   end;
214   end see_data;
215
216 end setup;
217
218 /* ===== */
219
220 /* CREATES THE A_INDATA AND B_INDATA ARRAYS WHICH
221    CONTAIN THE TIME SAMPLES OF THE SIGNAL AMPLITUDES
222    AT EACH OF THE HYDROPHONES AFTER EACH TRANSMITTED
223    ACOUSTIC PULSE */
224
225 indata: proc;
226
227 do;
228   call wait(A_amp1);
229   A_data = '1'b;
230   A_hrg = b_index;
231   call transmit_and_sample(A_indata);
232   A_data = '0'b;
233
234   call wait(B_amp1);
235   B_data = '1'b;
236   B_hrg = b_index + 1;
237   call transmit_and_sample(B_indata);
238   B_data = '0'b;
239   end;
240
241   /* BUSY WITH THE A_INDATA ARRAY */
242   /* PROCESS FINISHED WITH A_INDATA */
243
244   /* BUSY WITH THE B_INDATA ARRAY */
245   /* PROCESS FINISHED WITH B_INDATA */

```

```

241  /* ----- */
242
243  wait: proc(busy);
244    dcl busy bit(1);
245    do while (busy);
246    end;
247    busy = '1'b;      /* RESET SEMAPHORE */
248  end wait;
249
250  transmit_and_sample: proc(data_array);
251    dcl data_array(0:2671) fixed(7);
252
253    do;
254    end;
255
256    end transmit_and_sample;
257
258    end indata;
259
260  /* ===== */
261
262  /* CREATES THE AMPLITUDE ARRAY - EACH ELEMENT OF WHICH
263     REPRESENTS THE TOTAL SIGNAL AMPLITUDE FROM SCATTERERS
264     AT EACH OF THE RANGES AND BEARINGS OF INTEREST */
265  sum_amplitudes: proc;
266
267  do;
268    call test(A_data);      /* WAIT FOR A_INDATA TO BE READY */
269    call form_amplitude(A_brg, A_indata);
270    A_amp1 = '0'b;          /* PROCESS FINISHED WITH A_INDATA */
271
272    call test(B_data);      /* WAIT FOR B_INDATA TO BE READY */
273    call form_amplitude(B_brg, B_indata);
274    B_amp1 = '0'b;          /* PROCESS FINISHED WITH B_INDATA */
275  end;
276

```

```

277  /* ----- */
278
279  test: proc(busy);
280    dcl busy bit(1);
281    do while (busy);
282      end;
283    end test;
284
285  /* SUMS THE ELEMENTS OF THE INDATA ARRAYS THAT ARE
286     IDENTIFIED BY TRACE() AS CORRESPONDING TO THE
287     WAVEFRONT CURVATURE AND ARRIVAL TIMESLOT FOR EACH
288     OF THE RANGES AT A PARTICULAR BEARING */
289  form_amplitude: proc(b_index, data_array);
290    dcl (b_index, data_array(0:2671),
291         r_index, phone) fixed(7),
292         (brg_address, b_r_addr, amp_addr, total) fixed(15);
293
294  do;
295    brg_address = b_array( abs(b_index) );
296    amp_addr = amp_array( b_index );
297    if b_index < 0 then call amp_neg();
298    else call amp_pos();
299  end;
300
301  amp_pos: proc;
302    do r_index = 0 to max_range_index;
303      b_r_addr = r_array( r_index ) + brg_address;
304      total = 0;
305      do phone = 0 to max_phone_index;
306        total = total + data_array( ph_array(phone) +
307                                     trace( b_r_addr + phone ) );
308      end;
309      amplitude( amp_addr + r_index ) = total;
310    end;
311  end amp_pos;
312

```

```

313 amp_neg: proc;
314   do r_index = 0 to max_range_index;
315     b_r_addr = r_array( r_index ) + brg_address;
316     total = 0;
317     do phone = 0 to max_phone_index;
318       total = total + data_array( pn_array(max_phone_index-phone)+
319         trace( b_r_addr + phone ));
320     end;
321     amplitude( amp_addr + r_index ) = total;
322   end;
323   end amp_neg;
324
325   end form_amplitude;
326
327   end sum_amplitudes;
328
329   /* ===== */
330
331   see_amplitude: proc(start,finish);
332     dcl (start, finish, b_index, r_index) fixed(7);
333
334     put skip(2) list ('AMPLITUDE FROM',start, ' TO',finish,
335       BRG INDEX');
336     put skip edit((b_index do b_index=start to finish))
337       (16(f(3),x(1)));
338     put skip;
339     do r_index = 0 to max_range_index;
340       put skip edit((amplitude(amp_array(b_index) + r_index)
341         do b_index = start to finish)) -(16(f(3),x(1)));
342     end;
343     end see_amplitude;
344
345     /* ===== */
346
347   end images;

```

APPENDIX C. THE OPERATIONAL ALGORITHM

```

1 /* OPERATIONAL VERSION -- IMTAC.PLI.....7 NOV 80 */
2 images: proc options(main);
3   dcl dummy_array(0:767) fixed(7);
4   dcl (A_indata(0:2671), B_indata(0:2671), A_brg, B_brg) fixed(7),
5       (b_array(0:15), r_array(0:50), pn_array(0:15),
6       trace(0:13655), amp_array(-15:15), amplitude(0:1580)) fixed(15),
7       (A_data, B_data, A_amp1, B_amp1, A_amp2, B_amp2,
8       A_amp3, B_amp3) bit(1);
9
10 %replace
11   arraylength by 5E0, /* LENGTH OF HYDROPHONE ARRAY (m) */
12   max_phone_index by 15, /* CORRESPONDS TO 16 PHONES */
13   min_range by 5.0E0, /* ALL RANGES IN METERS */
14   max_range by 10.0E0,
15   range_inc by 0.1E0, /* 51 RANGE ELEMENTS */
16   max_range_index by 50, /* METERS/SEC */
17   soundspeed by 1500E0, /* 50 MICROSECONDS */
18   pulse_width by 50E-6,
19   blank_distance by 4.5E0, /* DEGREES */
20   max_bearing by 30, /* 16 BEARING ELEMENTS */
21   bearing_inc by 2, /* 167 DATA SAMPLES */
22   max_brg_index by 15,
23   max_timeslot by 166;
24
25 /* INITIALIZE SEMAPHORES */
26   A_amp1 = '0'b; B_amp1 = '0'b; /* UNLOCKED */
27   A_amp2 = '0'b; B_amp2 = '0'b;
28   A_amp3 = '0'b; B_amp3 = '0'b;
29   A_data = '1'b; B_data = '1'b; /* LOCKED */

```



```

30 do;
31   call setup();
32   call indata();
33   call sum_amplitudes();
34 end;
35
36
37 /* ===== */
38
39 setup: proc;
40   dcl (i, b_index) fixed(7),
41         number fixed(15);
42
43   /* FILL F ARRAY WITH ADDRESSES CORRESPONDING
44      TO THE BEARING DIMENSION OF TRACE_MATRIX */
45   number = (max_phone_index + 1)*(max_range_index + 1);
46   do i = 0 to max_brp_index;
47     b_array(i) = 1*number;
48   end;
49
50   /* FILL R ARRAY WITH ADDRESSES CORRESPONDING
51      TO THE RANGE DIMENSION OF TRACE_MATRIX */
52   do i = 0 to max_range_index;
53     r_array(i) = 1*(max_phone_index + 1);
54   end;
55
56   /* FILL PH ARRAY WITH ADDRESSES CORRESPONDING
57      TO THE PHONE DIMENSION OF INDATA( PHONE, TIME ) */
58   do i = 0 to max_phone_index;
59     ph_array(i) = 1*(max_timeslot + 1);
60   end;
61

```

```

62  /* FILL AMP ARRAY WITH ADDRESSES CORRESPONDING
63  TO THE BEARING DIMENSION OF THE AMPLITUDE MATRIX */
64
65  i = 0;
66  do b_index = -max_brg_index to max_brg_index;
67    amp_array(b_index) = i*(max_range_index + 1);
68    i = i + 1;
69  end;
70
71  end setup;
72
73  /* ===== */
74
75  /* CREATES THE A_INDATA AND B_INDATA ARRAYS WHICH
76  CONTAIN THE TIME SAMPLES OF THE SIGNAL AMPLITUDES
77  AT EACH OF THE HYDROPHONES AFTER EACH TRANSMITTED
78  ACOUSTIC PULSE */
79
80  indata: proc;
81    decl (i, b_index) fixed(7);
82
83    do i = 0 to 10;
84      /* SCAN A NUMBER OF TIMES */
85      do b_index = -max_brg_index to (max_brg_index - 1) by 2;
86
87        call wait(A_amp1);
88        call wait(A_amp2);
89        call wait(A_amp3);
90        A_data = '1'b;
91        A_brg = b_index;
92        call transmit_and_sample(A_indata);
93        A_data = '0'b;
94        /* PROCESS FINISHED WITH A_INDATA */
95
96        call wait(B_amp1);
97        call wait(B_amp2);
98        call wait(B_amp3);
99        B_data = '1'b;
100       B_brg = b_index + 1;
101       call transmit_and_sample(B_indata);

```

```

108 B_data = '0'b; /* PROCESS FINISHED WITH B_INDATA */
109 end;
110 /* ONE COMPLETE SCAN */
111 /* A NUMBER OF SCANS */
112
113 /* ----- */
114
115 wait: proc(busy);
116   dcl busy bit(1);
117   do while (busy);
118   end;
119   busy = '1'b;
120   end wait; /* RESET SEMAPHORE */
121
122 transmit_and_sample: proc(data_array);
123   dcl data_array(0:2671) fixed(7);
124
125   do;
126   end;
127
128   end transmit_and_sample;
129
130   end indata;
131
132 /* ===== */
133
134 /* CREATES THE AMPLITUDE ARRAY - EACH ELEMENT OF WHICH
135    REPRESENTS THE TOTAL SIGNAL AMPLITUDE FROM SCATTERERS
136    AT EACH OF THE RANGES AND BEARINGS OF INTEREST */
137
138 sum_amplitudes: proc;
139
140   do while ('1'b); /* LOOP FOREVER */
141     call test(A_data); /* WAIT FOR A_INDATA TO BE READ */
142     call form_amplitude(A_brg, A_indata);
143     A_amp1 = '0'b; /* PROCESS FINISHED WITH A_INDATA */

```

```

134 call test(E_data);          /* WAIT FOR B_INDATA TO BE READY */
135 call form_ampitude(B_brg, E_indata);
136 B_amp1 = '0'b;             /* PROCESS FINISHED WITH B_INDATA */
137
138 end;
139
140 /* ----- */
141
142 test: proc(busy);
143   dcl busy bit(1);
144   do while (busy);
145   end;
146 end test;
147
148 /* SUMS THE ELEMENTS OF THE INDATA ARRAYS THAT ARE
149 IDENTIFIED BY TRACE() AS CORRESPONDING TO THE
150 WAVEFRONT CURVATURE AND ARRIVAL TIMESLOT FOR EACH
151 OF THE RANGES AT A PARTICULAR BEARING */
152
153 form_ampitude: proc(b_index, data_array);
154   dcl (b_index, data_array(0:2671),
155        r_index, pnone) fixed(7),
156        (brg_address, b_r_addr, amp_addr, total) fixed(15);
157
158   do;
159     brg_address = b_array( abs(b_index) );
160     amp_addr = amp_array( b_index );
161     if b_index < 0 then call amp_neg();
162     else call amp_pos();
163   end;
164
165   amp_pos: proc;
166     do r_index = 0 to 50;
167       b_r_addr = r_array( r_index ) + brg_address;
168       total = 0;

```

```

168 do phone = 0 to max_phone_index;
169     total = total + data_array( pn_array(phone) +
170         trace( b_r_addr + phone ));
171 end;
172 amplitude( amp_addr + r_index ) = total;
173 end;
174 end amp_pos;
175
176 amp_neg: proc;
177     do r_index = 0 to 50;
178         b_r_addr = r_array( r_index ) + brf_address;
179         total = 0;
180         do phone = 0 to max_phone_index;
181             total = total + data_array( pn_array(max_phone_index-phone)+
182                 trace( b_r_addr + phone ));
183         end;
184         amplitude( amp_addr + r_index ) = total;
185     end;
186 end amp_neg;
187
188 end form_amplitude;
189
190 end sum_amplitudes;
191
192 /* ===== */
193
194 end images;

```

LIST OF REFERENCES

1. Sutton, J.L., "Underwater Acoustic Imaging", Proceedings of the IEEE, Vol. 67, No. 4, p. 554-566, April 1979.
2. Moffett, M.B., Westervelt, P.J., and Beyer, R.T., "Large-Amplitude Pulse Propagation - A Transient Effect", J. Acoust. Soc. Am., Vol. 49, No. 1, p. 339-343, January 1971.
3. Sackman, G.L., and Shelef, S.C., "The Use of Time-Delay/Phase Difference Trace Functions for Bearing Estimation in Arrays", Proc. Time Delay Estimation and Applications Conference, Vol. 1, (J.C. Hassab, Ed.) Naval Underwater Systems Center, Newport, R.I., July 1979.
4. Hewlett-Packard System 45B Desktop Computer, Operating and Programming Manual (09845B-91000), 1979, (Hewlett-Packard Desktop Computer Division, 3404 East Harmony Road, Fort Collins, Colorado 80525).
5. SBC 80/20 and SBC 80/20-4 Single Board Computers Hardware Reference Manual, Publication No. 98-317C, 1977, (Intel Corporation, Customer Services, 3065 Bowers Ave., Santa Clara, CA, 95051).
6. PL/I-80 Reference Manual, 1980, (Digital Research, P.O. Box 579, Pacific Grove, CA, 93950).
7. Intellec 800 Microcomputer Development System (MDS) Operators Manual, Publication No. 98-129A, 1975, (Intel Corporation, Customer Services, 3065 Bowers Ave., Santa Clara, CA, 95051).
8. An Introduction to CP/M Features and Facilities, 1978, (Digital Research, P.O. Box 579, Pacific Grove, CA, 93950).
9. CP/M Dynamic Debugging Tool (DDT) Users Guide, 1978, (Digital Research, P.O. Box 579, Pacific Grove, CA, 93950).

INITIAL DISTRIBUTION LIST

	No. Copies
1. Defense Technical Information Center Cameron Station Alexandria, Virginia 22314	2
2. Library, Code 0142 Naval Postgraduate School Monterey, California 93940	2
3. Department Chairman, Code 61 Department of Physics and Chemistry Naval Postgraduate School Monterey, California 93940	1
4. Department Chairman, Code 52 Department of Computer Science Naval Postgraduate School Monterey, California 93940	1
5. Associate Professor G.L. Sackman, Code 62Sa Department of Electrical Engineering Naval Postgraduate School Monterey, California 93940	15
6. Associate Professor U.R. Kodres, Code 52Kr Department of Computer Science Naval Postgraduate School Monterey, California 93940	2
7. DACS National Defence Headquarters Ottawa, Ontario Canada K1A 0K2	1
8. LCol J.C. Bauer, DACS 3 National Defence Headquarters Ottawa, Ontario Canada K1A 0K2	2
9. Capt G.R. Vermander 2130 Blue Jay Cres. Ottawa, Ontario Canada K1J 6B1	1

DATE
ILMED
-8